No 1! BIGGEST AND BEST

Games going cheap – the best of Public Domain

FEBRUARY 1992
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17

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Commodore FORMAT

FIRST PREVIEW ROBOCOP 3

POWERTESTED

MORE C64 REVIEWS THAN ANY OTHER MAG!

- First Samurai
- Creatures II
- Space Gun
- Saracen Paint
- Famous Five
- More Dizzy
- Cartoon Pack
- Tons of budget

PLUS LOADS MORE...

SAYONARA BABY!

First Samurai: is this the cutting edge? Exclusive review – page 16

LOOKY HERE
3 FANTASTIC GAMES AND A SCORCHING DEMO!

Commodore FORMAT
3 COMPLETE GAMES!
CYBERDYNE WARRIOR
BATTLE VALLEY
POWER PACK
1 DEMO!
INDY HEAT
SENSITIVE

This here's the bit that says 'where's the Powerpack?' and, 'go see your happy newsagent'. So, erm, get to it.

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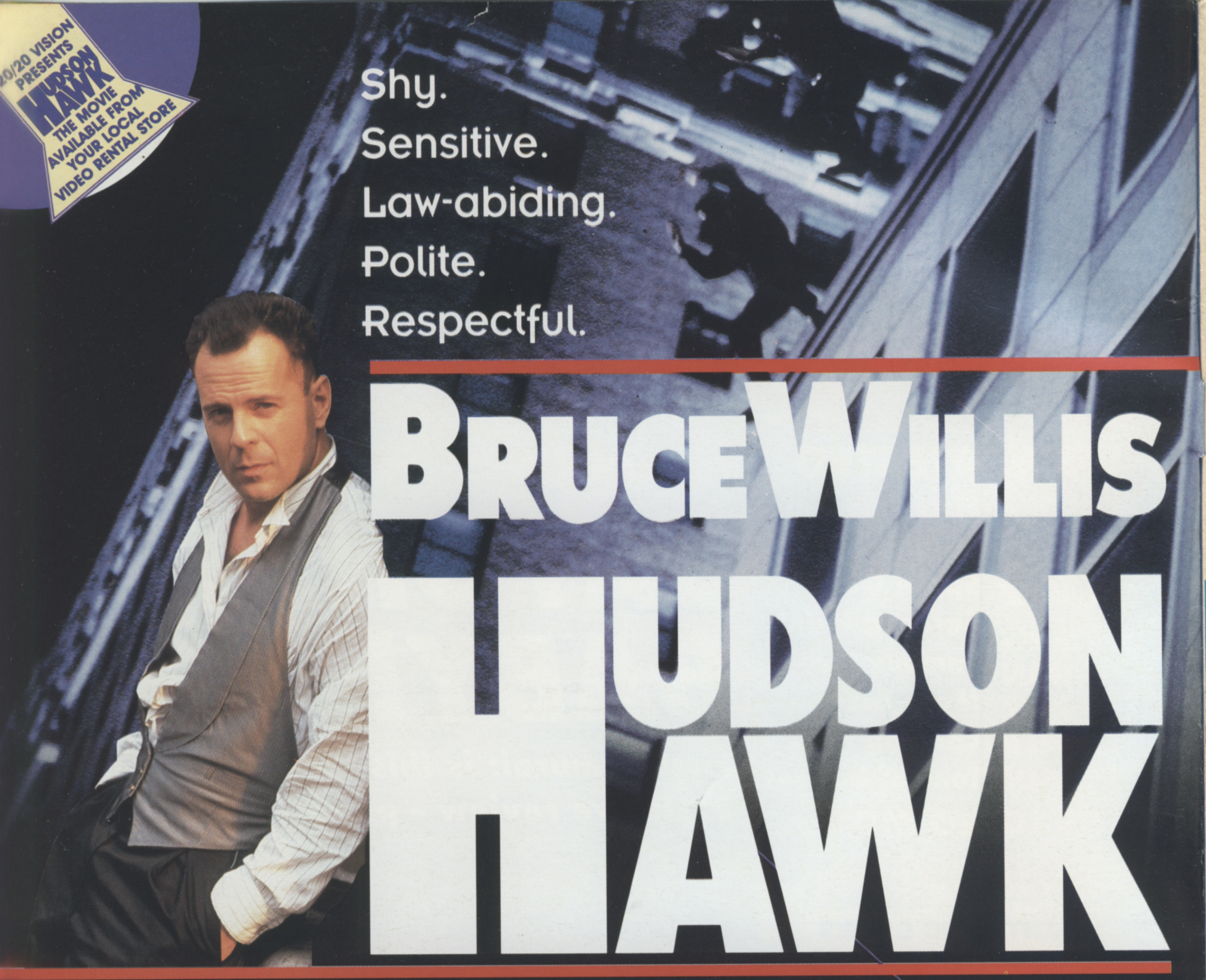
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ACE

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ST ACTION

HUDSON HAWK

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If it's coming out, then it's in CF. All the latest games have come under the scrutiny of the reviews team. It ain't rated unless it's been

POWERTESTED!

16 FIRST SAMURAI

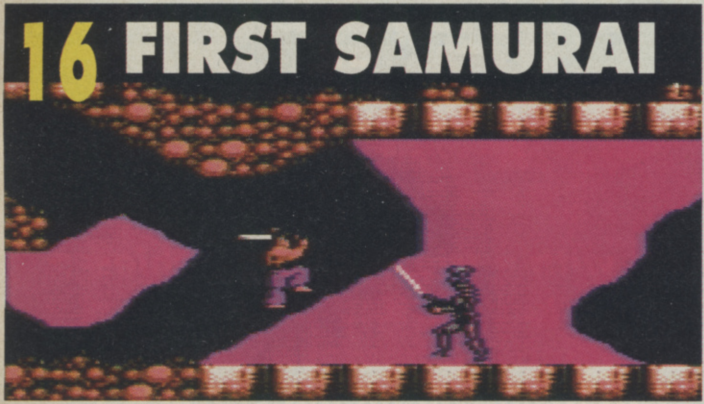
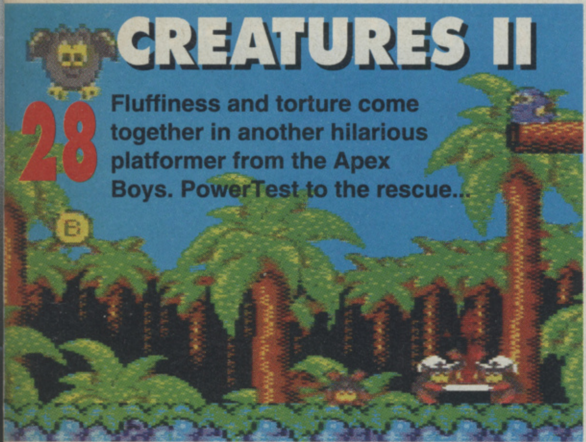


Image Works

Take an ancient warrior with a bad attitude, bung him into the future with a lot of creeps and enemies, and you've got one of the best 64 games ever written. How so? Get turning to page 16.

CREATURES II

28

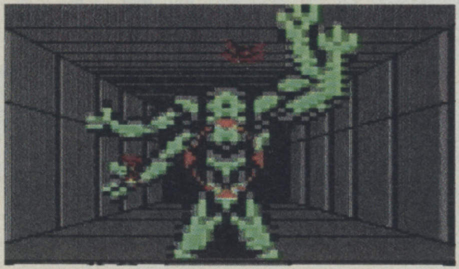


Fluffiness and torture come together in another hilarious platformer from the Apex Boys. PowerTest to the rescue...

44 SPACE GUN

OCEAN

Remember the movie *Aliens*? Well try taking on a planet-full of man-eating giant bugs in this splendid coin-op conversion. If you like *Operation Wolf*, you're going to love this. Prepare to mash up a gaggle of ugly critters.



31 NEIGHBOURS

IMPULZE

Strewth. All the main characters from the Down Under soap in a bizarre road race. Is this a good idea for a game? Find out in our special review on page 31.

Neighbours
BBC
IMPULZE

72 SARACEN PAINT

IDEA

If you're looking for a decent art package for your 64, this could be the end of your quest. One for beginners and arty-types.

POWER-PACK 17

Commodore
3 COMPLETE GAMES!
BATTLE VALLEY
CYBERDYNE WARRIOR
POWER PACK
INDY HEAT
SENSITIVE

BATTLE VALLEY
21st Century Ent
The best form of defence is attack. So get ready for the full version scrolling shoot-'em-up.

CYBERDYNE WARRIOR
21st Century Ent
Recover droids from the planet's surface. But hurry because they've set off the self-destruct mechanism. A full, first class Apex arcade adventure.

SENSITIVE
Public Domain
So, you think that anything that comes free can't exactly be too hot to handle? Prepare to think again – and burn those brain cells with this puzzler from the Public Domain. The first couple of screens are easy. But after that... Ha, ha, ha!

INDY HEAT
Storm
Do a few laps around the circuit in hot desert sands. Storm's new racer revealed for the first time in this demo. Can you keep control at 200mph?

17

GAMES

16 FIRST SAMURAI
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IMPULZE

CF SPECIAL

44 PUBLIC FIGURES
Find out the best and worst of Public Domain games. They're cheap, but are they worth the pennies?

59 PRIZES GALORE
We've teamed up with Mindscape to give away two new disk drives, and a bundle of games - including *Paperboy II*.

72 SARACEN PAINT
Paint package in PowerTest special. One to suit your palette, by all accounts.

REGULARS

4 POWERPACK PAGES
Check out the covertape selection.

8 EARLY WARNING
Two pages full of Ocean's big hope for this season – we're talking *Robocop 3*. Plus loads of news, charts, and a look at *International Sports Challenge*.

12 CF SCANNER
First glimpses and release schedules for all the forthcoming C64 games.

19 GAMEBUSTERS
We take the 97 per cent rated *Smash TV* apart, complete the *Rodland* solution, tame *Knightmare*, and take care of a sackful of cheats, tips, hints and POKEs.

40 BUDGET GAMES
Roger Frames gets very excited by a new gambling game but soon comes unstuck. Will our tight-fisted chum ever learn?

51 THE MIGHTY BRAIN
Four pages of the most crucial letters in the biz. TMB solves all your problems but that doesn't stop his grey matter swelling even more.

56 INSIDE INFO
Techie questions solved. And a special look at graphical teasers.

60 THE CLYDE GUIDE
Find out how the Apex duo put the finishing touches to *Creatures II*.

74 NEXT MONTH
CF's fantastic future unveiled, competition winners announced. Yipee all round!

QUICK START

FULL GAMES

CYBERDYNE WARRIOR

Play the complete version of this veteran shoot-'em-up from the Apex boys (before they became obsessed with *Creatures*). Stick a joystick into port two and wear your best arcade adventure hat because this multi-screen mission to explore and destroy is tough stuff.

BATTLE VALLEY

This is a remarkable one- or two-player sideways scrolling combat game in which you can take control of a helicopter or tank. Remember *Scramble*? Get your joystick into port two and let the brakes off one of these beasts.

SENSITIVE

This absolutely brilliant game hails from the Public Domain and we're happy to bring it to you on our PowerPack. With your joystick in port two, you control a ball and have to traverse a maze littered with exploding squares. Destroy all the exploding squares to move to the next level. Levels one and two show you how it's done. There are plenty more after that.

DEMOS

INDY HEAT

Take control of a motor racing mean machine and treat yourself to a few laps in competition with with ace drivers. The style will be familiar to anyone who got to grips with *Ivan 'Iron Man' Stewart's Off-Road Racer*. And the joystick port you want to aim for is number two. First one to make a 'vrrrm, vrrrm' noise doesn't win anything but well done anyway.

NO LOAD ZONE!

If your tape should fail to work properly follow these simple instructions:

1) Switch off the machine, and start all over before you try loading again.

2) Check that your machine is not faulty, by loading a piece of software you know works properly.

3) If all attempts fail, put the tape in a strong jiffy bag, with a Stamped Addressed Envelope, and send it to:

Ablex Audio Video Ltd,
Harcourt, Halesfield 14,
Telford, Shropshire,
TF7 4QD.

Ablex will swiftly send you a replacement. Please DO NOT send the tape to *Commodore Format* in Bath, as this will slow down the replacement process and it could take months for you to receive a replacement.

POWER PACK

We've come up with a trio of real toughies this month. We looked far and wide for for these three stonking full games. And to keep up your appetite for forthcoming software, check out our playable demo of the latest release from Storm.

CYBERDYNE WARRIOR

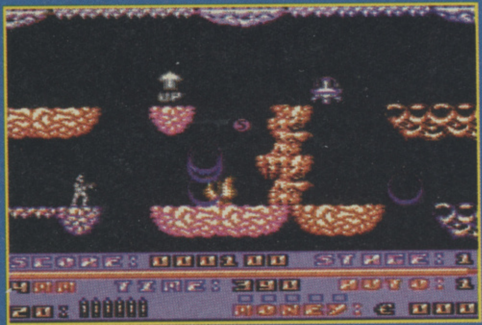
21ST CENTURY ENTERTAINMENT

Joystick in port 2

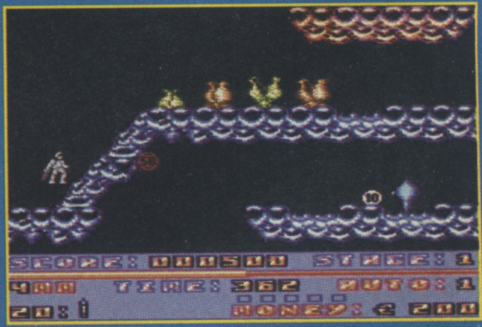
From the same talent that was responsible for *Creatures* comes this complete game from the early days of the Apex partnership. You control a state of the art space marine who has to explore a hazardous alien landscape populated by fearsome aliens. This involves a lot of shooting, a lot of leaping around and, of course, a lot of dying.

Screens flick from one to another. Keep a close eye on the terrain when you move from one screen to the next, because vast caverns can just open up beneath your feet or you might find yourself under attack from the moment you enter the new screen. Here's another little tip for you. The screens reset if you leave them and enter them again. Be warned. Don't even spare the scenery from your firepower. Some of it is removable, with a little persuasion from the energy weapon department. Persuade away.

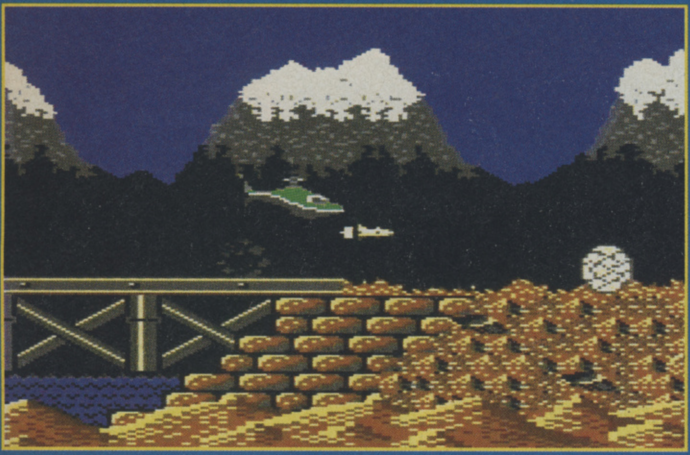
Other than that, it's dead simple. Find your way through the stages, collecting coins to build up your score as you go. Keep an eye on the orange bar running left to right in the blue panel. This bar displays how much energy your space marine has left. If your sprite starts cycling through rainbow colours, it's another warning that the bar is very low and the end is nigh. There is a time limit but the early stages depend on your attention to the terrain and hazards. This is a very tough game. If you get stuck, keep your hair on. Andy Roberts



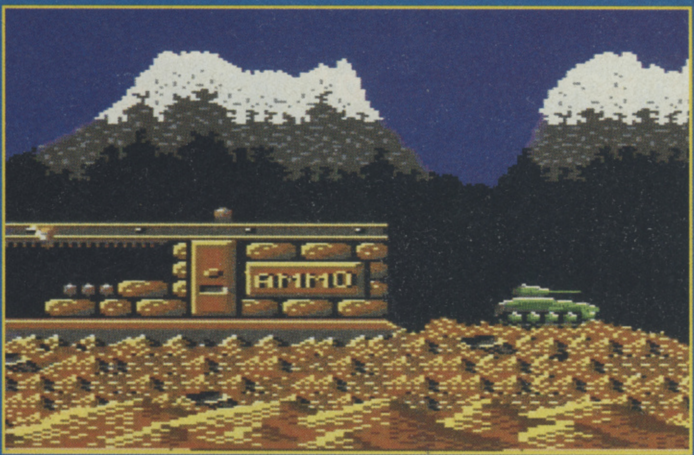
Dakka! Dakka! Dakka! Cyberdyne Warrior sees red as he enters another mysterious and hazard-filled screen. Time to get mean.



The wraparound world which awaits offers huge rewards for those who survive. But filling up the coffers isn't easy on this planet.



Your attack helicopter dodges yet another surface-to-air missile and it wreaks devastation all around. Although terrain isn't a problem for the chopper, it does come in for a lot of flak, literally.



There's no substitute for a good ground battle and here's one of the heavy tanks in your inventory. It's an ammo hungy beast so field depots like this one are essential to the war effort.

BATTLE VALLEY

21ST CENTURY ENTERTAINMENT

Joystick in port 2

Scramble to action as your base comes under attack. Take either an anti-tank helicopter or an all-terrain fire-stabilized hot off the shelf main battle tank. The mission is seek and destroy and the rules of engagement are simple: blow up everything in sight, fire at will, etc, etc...

When the game has loaded, game options appear. Make sure that the double fire option is on. You're now ready to start.

The scene opens at your HQ, where both players' tanks and choppers are fuelled up and ready for combat. Depending on the first move you make with the joystick, you select either the tank or the helicopter. Moving up on the joystick selects the helicopter. Moving sideways on the joystick means you select the tank.

To stop or change direction in the tank or the helicopter, press the fire button twice, quickly and with the joystick centred. Driving is otherwise simply a matter of moving the joystick left or right and watching the action from side-on. You can make your tank jump or chopper dodge surface to air missiles. Experiment and have fun.

FULL GAME

You can return to base at any time (preferably before you run out of ammo or become critically damaged – in which case you'll never make it). You'll find ammo dumps. These function automatically when you park or land on them.

But you have to make a pretty thorough job of the level pretty quickly. A countdown to doomsday starts ticking away in the bottom right corner of the screen as soon as you begin playing.

The consequences of failure are as clear and simple as your orders. If you lose the level, you win a front row seat for a full performance of the apocalypse. Is that all? You want more? Now it's time for a showdown. Show 'em what your made of. To your vehicles!

INDY HEAT

STORM

Joystick in port 2

Here's the ideal opportunity to test your motor racing skills on this circuit from Storm's forthcoming speed frenzy, *Indy Heat*. This is a demo of a game still very much in it's early stages. It's playable but there isn't much room for error. We thought we'd better warn you.

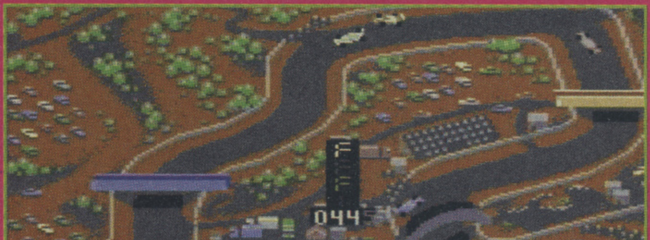
DEMO

You control the blue car with the joystick. Pushing forward on the stick moves the car in the direction it's facing. Pressing fire accelerates it to a horrendous speed. Left and right steer the car left and right but be careful! Over compensate on the steering and you'll be off the track completely.

You enter the pits by driving onto the blue square. Repairs are automatic. You can get a second player to take over one of the other drivers as well but you need a second joystick to do it.

A race takes a lot of skill to finish, let alone win, so this demo should see you right until we get the complete game in for a PowerTest. But go easy on the controls until then.

Surviving the circuit



Starting lights and timer reside clearly in the middle of the circuit.

The cars themselves are the tiniest of sprites. This is you, struggling to stay on the road.

These chicanes are much more trouble than they look. Try to keep to the road centre.

The info panel tells you your position, fuel status and turbo reserve. It even shouts pits messages.

Cars stop on the appropriately coloured pitstop square. Little pitstop people then move into action.

The toughest part of the track is on top of you before you know it. Careful driving, please.

Tell us what you think of our tapes and win a subscription to Commodore Format!

Commodore
POWER PACK
GET A GRIP
C64

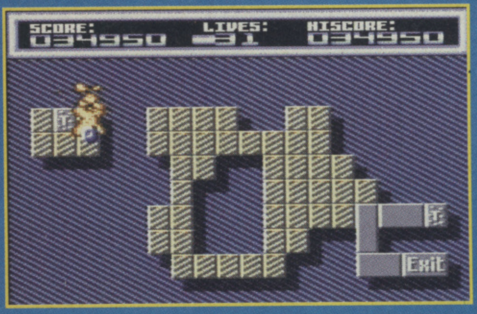
It's about time we asked you a question. What do you really honestly think of our PowerPacks? This month's is our seventeenth and we want to hear your opinion on the job we're doing. We'd like to know which PowerPack so far has been your overall favourite. We need to know this so we can keep making them better, this year, next year and the year after that.

Or if you'd rather tell us which PowerPack you thought was the worst, fine. Write, 'The worst PowerPack you've ever done was No.17,' if you think this month's was that bad. If you can, we'd like you to briefly tell us why you thought one tape was so much better or worse than any of the others.

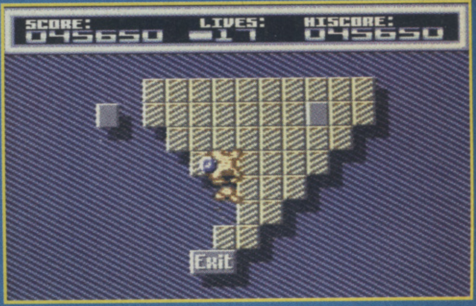
But what's in it for you (apart from the promise of mega PowerPacks ad infinitum)? Well, we're going to put all the entries into the deputy editor's mouth, roll him around to mix up your postcards and draw a few prize winners. The first three entrants drawn from the hat each win a year's subscription to *CF*. (If you already subscribe, we'll add a year to the time your subscription has to run.) And we've a special prize for one entrant in particular. We'll tell you when we announce the winners, what that prize is. And just so you can't lose, you can send in as many entries as you like. Write on a postcard or the back of an envelope and arrange your entry something like this:

Your name.
Your address.
The best or worst PowerPack so far has been...
Why it was so good or bad...

Send it to: PowerPack Survey, *Commodore Format*, 30 Monmouth Street, Bath BA1 2BW. Please get your entries to us by February 29th. And thanks for your help.



Now that's what I call trailblazing. After wiping out the tiles on the island, you can teleport to the T. Then you er.. em... I er... oh.



A remarkably tough level, even though it looks easier than the one on the left. *Sensitive* is quite deceptive.

SENSITIVE

OLIVER KIRWA/ DOMINATORS PD

Joystick in port 2

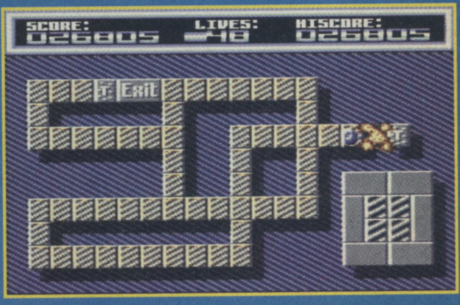
FULL GAME

This thoroughly addictive game was first created by Oliver Kirwa for the Public Domain. But the version you have was cracked and modified (legitimately) by Dominator Bad (er... yes, quite). Bad's version allows you to select infinite lives. We recommend you don't, at first. But if you get really stuck, sure go ahead. It's what they're there for.

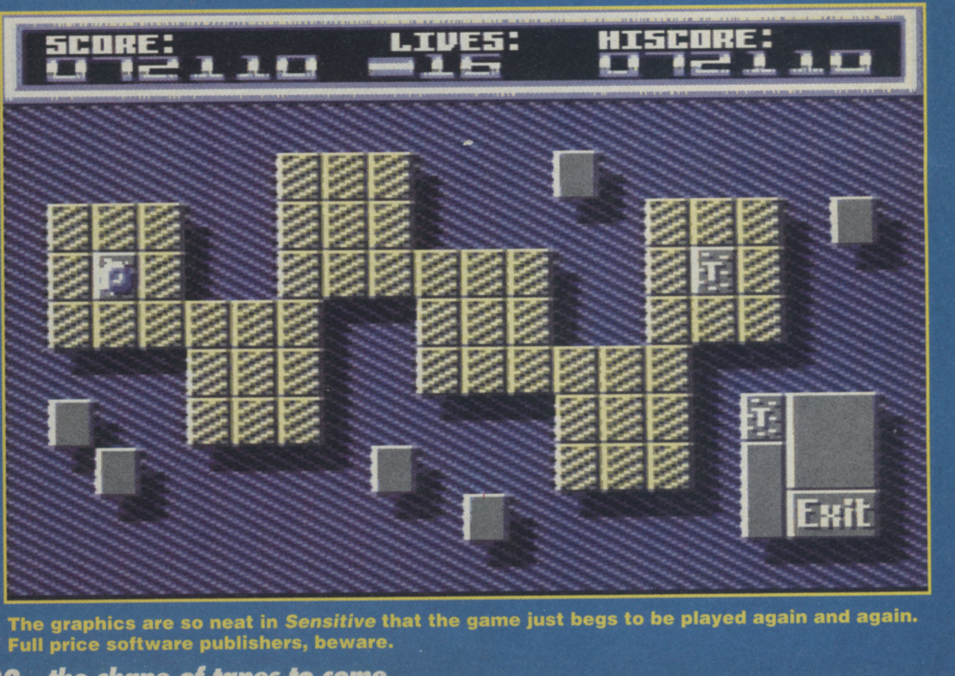
Actually, the first couple of levels are really easy. One nudge of your joystick moves your sprite one space in the same direction. Couldn't be simpler, eh? Well, what you have to do is this. You have to clear every yellow tile from the screen and then make it back to the exit. You clear a tile by moving onto it. It's designed to blow up a couple of seconds later, so don't hang around if you don't want to fry.

This means you can only walk over a tile once, so again, be careful – don't cut yourself off. If the chevrons on the yellow squares are moving, it means you can walk over them twice. To solve some levels, you need to work out how to do this. Finally, some levels contain grey squares marked with the letter T. These squares are teleporters. You use them by pressing fire. Lo and behold, you pop up on another sqaure marked 'T'.

That's it. The rest is up to you. You will not *believe* how addictive this game is, until it's too late... When you've been completely hooked, turn to Dave Golder's Public Domain feature.

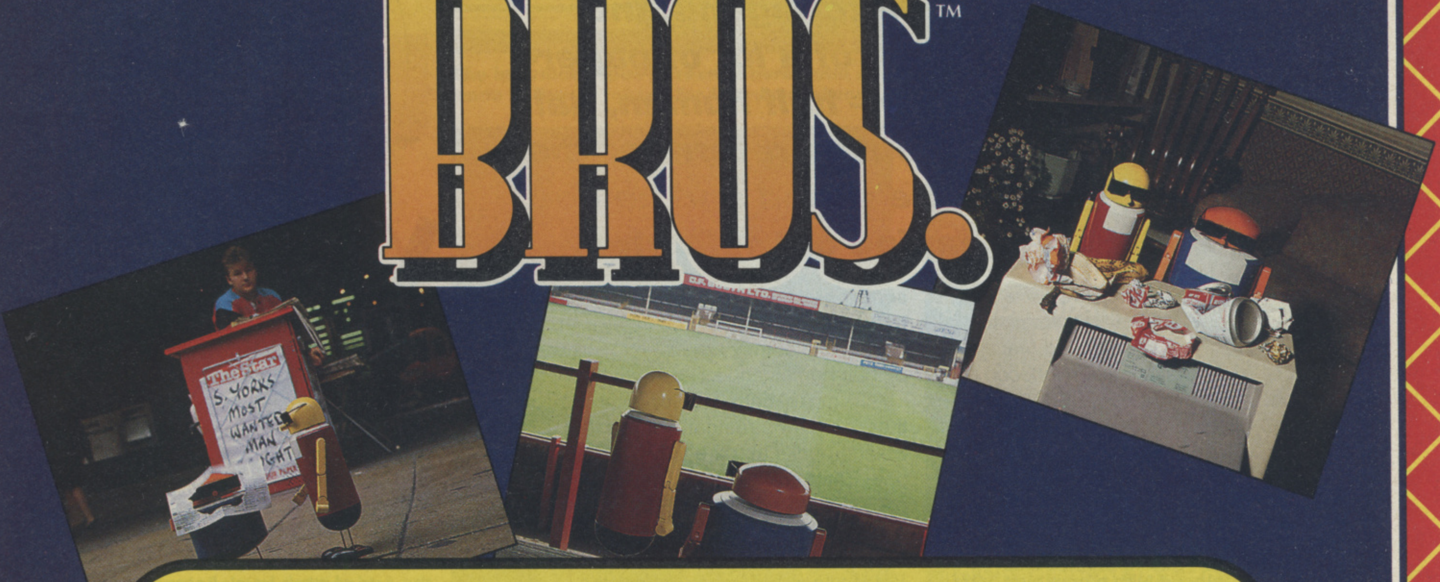


You can't tell, but some of the squares have moving chevrons, meaning you can move over them twice and solve levels like this.



The graphics are so neat in *Sensitive* that the game just begs to be played again and again. Full price software publishers, beware.

BONANZA BROS.™



WHO THE HELL ARE THEY?

JUST WHO ARE THESE GUYS?

Mobo and Robo (Mobo's the good looking one) are the coolest villians you'll ever meet. They rob banks, museums - and innocent computer gamers of their sanity. They're on a mission and they're coming soon. Ask them why they wear dark glasses and they'll tell you... "Our future's so bright we gotta wear shades!"

Available on: ***Amstrad, CBM 64/128*** *Cassette & Disk,* ***Spectrum*** *Cassette,* ***Atari ST*** *&* ***Amiga.***

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ROBOCOP III

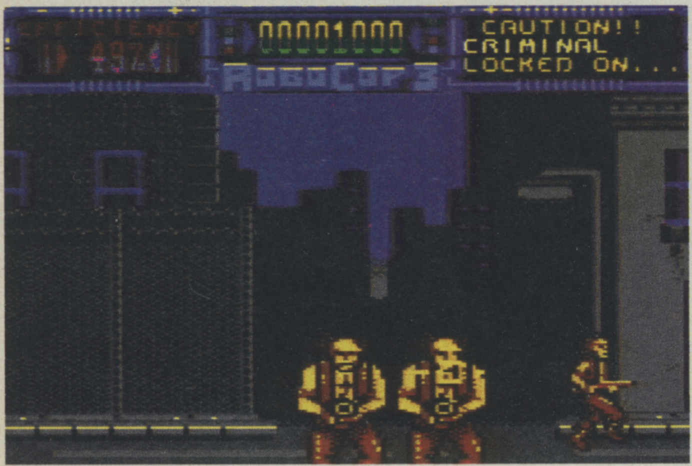
It ain't easy being a cop. Not only do you have to cope with missile-toting mutant streetgangs, there's a hell of a lot of paperwork. Not so for Robocop – half human, half machine, our hero is about to return for the third time. He's mean, he's mad and he doesn't even know the meaning of triplicate...

EARLY
WARNING!

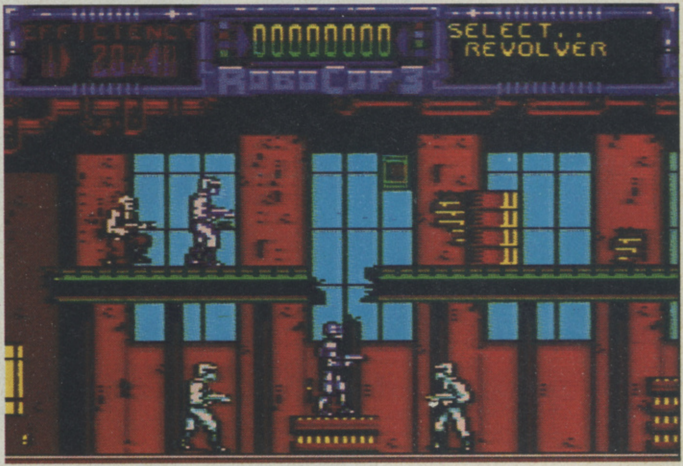
Robocop is back. Everyone's favourite robotic rozzer is coming to the C64 around March, when the new film *Robocop 3* hits the screens in Britain. Unlike the 16-bit computers, which have a new 3D-look, the C64 version uses the tried-and-tested multi-level scrolling system that worked so well in Ocean's other recent film license, *Terminator 2.*

In the new film, the city of Detroit is being torn down and replaced with a new high-tech town, the privately-owned, Delta City. Unsurprisingly, some of the residents of Detroit don't want to move, so the cities new owners – Omni-Comsumer Products (OCP) – send in ReHab officers to 'move the tenants to new accomodation'. In practise what's happening is that they are just throwing them out of their homes and killing most of them.

To make matters more complicated, there's a new streetgang called the Splatterpunks that are fighting almost everyone. Enter our half metal hero who starts the game by protecting the ReHab officers in the pursuance of their duty and fighting the Splatterpunks. The first level is an *Operation Wolf*-style shoot-'em-up where the Splatterpunks attack and and you have to 'arrest' them with serious amounts of firepower. On the way, you can pick up Repair Tokens, which you can trade in for repairs at the end of each level. Later on in the film, Robocop's duty to serve the public trust overrides his other commands and he ends up fighting on the side of the rebels, against OCP. All this would lead to a happy – if vio-



First level and it's time for Robocop to do a bit of gratuitous blasting (what else?)

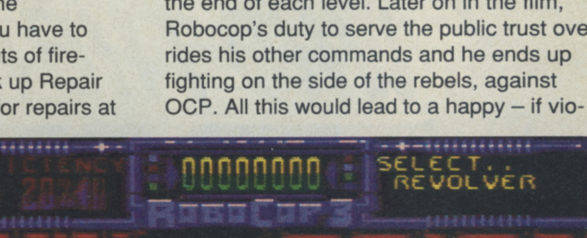


Factory firepower frolics as Robocop takes out a few mutant shop stewards.

The C64 at Christmas

What a corking Christmas it's been for the C64. Not only have all new C64 owners got a special edition of Commodore Format in every box (Oh, and a game called Terminator something) but they're joining the biggest computer club in the world – the C64 owners club.

So, how many new C64s do you think were sold over the Chritmas period – 25,000? 50, 000? 75,000. No, all wrong. In fact a massive 100,000 new C64s have hit the streets in the last month or so, keeping the C64 in its position as the biggest-selling home computer ever. Commodore are obviously over the moon about the C64s continued success. "It proves that faced with the choice between games-only consoles and a real computer like the C64, people are still going for the C64 with all the advantages and extra uses that a real computer has."



The C64: Nine years old and still going strong, the world's best-selling home computer.

lent – ending with a supercop like Robo on the rebel's side. But unfortunately, OCPs new partners have a new weapon that's much more deadly than the old and clumsy ED-209. The Japanese corporation Kanemitsu, have a special product line in the shape of killer robot ninjas that threaten to make Robocop into scrap metal with a serious line in swish samurai swordplay.

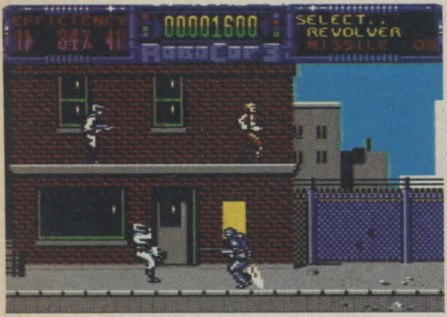
The rest of the game is familiar territory with Robo blasting his way through several horizontally-scrolling levels of baddies. In level 2, Robocop enters the derilict Rocket Motors factory and has to fight off both Splatterpunks and ReHab officers, before meeting the deadly ninja, Otomo at the end of the level.

Next it's on to the streets of Cadillac Heights with his spiffy jetpack, through the waves of Splatterpunks and ReHabs, destroying the monster battle tank at the end of the level. Eventually after fighting his way through the streets to the OCP Tower, Robocop has to confront hordes of ED-209s and robot ninja and fight all the way to the top of the tower to confront – well, that would spoil the big surprise...

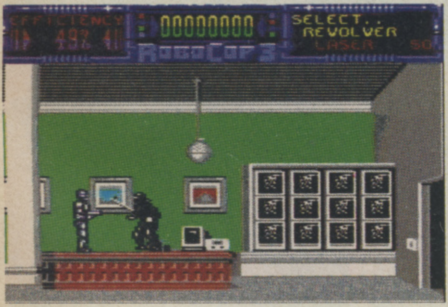
To aid him in his mission, Robocop can pick up extra weaponry that he finds lying around. Flame throwers, lasers, guided missiles and three-way guns are all available, but you must use them sparingly as they only have a limited number of shots – although there are a few unlimited amunition tokens to be found.

Robocop 3 will be available (probably on cartridge only) around March, when the film itself is shown in Britain. The price has yet to be decided.

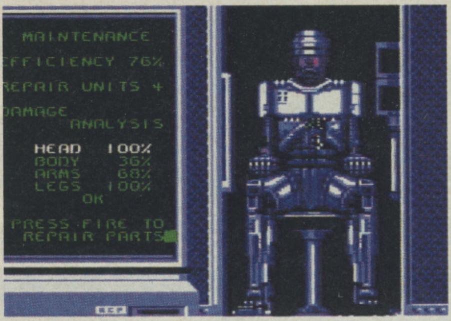
Game	*Robocop 3*
Publisher	Ocean
Release	March
Contact	061 832 6633



Robocop jets into action against the splatterpunks – time to use the guided missiles.

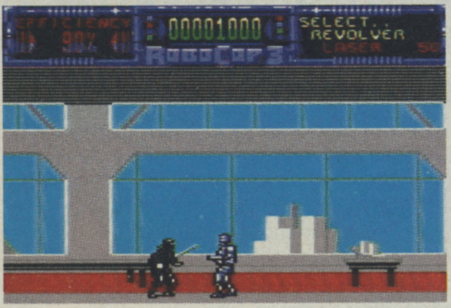


Party time! Hard and hunky Robocop, 34 dances on table with sexy metal ninja, 23.

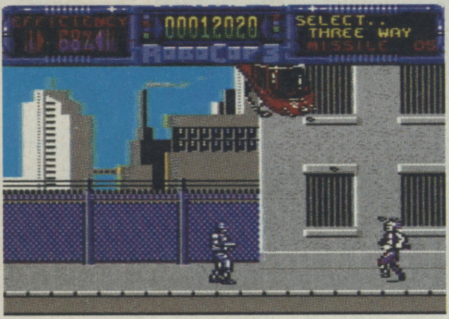


```
MAINTENANCE
FFICIENCY 76%
EPAIR UNITS 4
AMAGE
      ANALYSIS
  HEAD  100%
  BODY   36%
  ARMS   68%
  LEGS  100%
     OK
PRESS FIRE TO
REPAIR PARTS
```

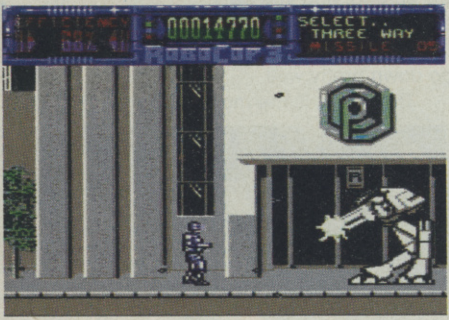
The interlude repair screen, where Robo can trade in Repair tokens for fancy metalwork.



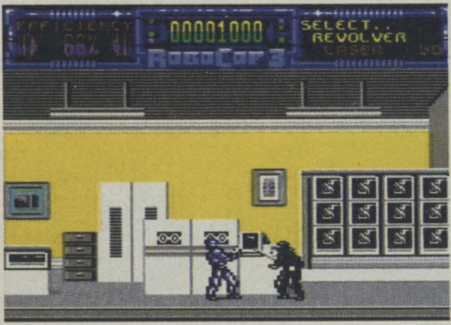
Robocop makes it to the top of OCP Tower. Ah, but what's that behind this first ninja...



Is it a bird? Is it a plane? No its a heavily armed gunship and it's up to no good...



It's tough on the streets of Delta City – even the doormen are fully-armed ED-209s.



The OCP Tower has office machinery that's a lot more dangerous than your average photocopier or coffee machine.

The CHARTS

The definitive guide to the best-selling C64 games!

FULL PRICE CHARTS

1	Terminator 2	Ocean
2	WWF Wrestlemania	Ocean
3	Turtles – The Coin Op	Ocean
4	SCI	Ocean
5	Big Box	Beau Jolly
6	Speedball 2	Mirrorsoft
7	Robocop 2	Ocean
8	Rugby – The World Cup	Domark
9	Smash TV	Ocean
10	Shadow of the Beast	Ocean

BUDGET CHARTS

1	New Zealand Story	Hit Squad
2	Bubble Bobble	Hit Squad
3	Chase HQ	Hit Squad
4	Turrican	Kixx
5	Moonwalker	Kixx
6	American 3D Pool	Zeppelin
7	Altered Beast	Hit Squad
8	Turbo Out Run	Kixx
9	Magic Land Dizzy	Code Masters
10	Batman – The Movie	Hit Squad

This chart is compiled by Gallup Ltd.

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SNIPPETS

SON OF MASTERTRONIC

Mastertronic – the first company to start selling budget games – has just changed its name to Tronix in a bid to be more hip and cred and all that kind of stuff. Old goes the old logo and in comes a new look and a cool front dude, known as Well 'Ard. All the titles are going to be £3.99 and to launch the new look, Virgin have already released some of their big full-price titles – Double Dragons 1 & 2, Shinobi and Silkworm. At the end of February, the deeply excellent Monty Python Computer Game.

ESCAPE FROM COLDITZ PREVENTED

Digital Magic Software – the company responsible for Escape From Colditz – has gone into liquidation with debts of more than £100,000. Obviously this means that the chances of the game seeing the light of day soon are non-existant. However, the liquidators are looking at selling every thing worth any money, so it's not unlikely that another company will buy the nearly-completed game and release it some time next year. Watch this space for further details.

RUBICON FINALLY CROSSED

Back in Issue 13 we reviewed Rubicon – the last game from the once-great Hewson (it got 69%, by the way). Sadly, before it could be released, the company ceased trading, but has now been resurrected in the form of 21st Century Entertainment. After lots of wrangling, Rubicon has finally been released on the 21st Century Entertainment. So if fighting mutant creatures in radioactive Russia sounds appealing, Rubicon may well be the game for you.

ST VALENTINE'S DAY STORM

Dark within the recesses of Stalag Storm (the programmers of Swiv, Rodland and Final Blow), there's a secret game under development. Programmers are being kept in hiding and all the companies PR people have had their tongues torn out. However, we sent our spy in over the wall of their high-security fortress in Battersea, and before dying of his injuries he told us that's it's a spicy *lurve* game to be released on the C64 on Friday 14th February: St Valentine's Day. We sending more suckers (sorry, volunteers) down to Battersea and as soon as one of them lives, we'll let you know.

INTERNATIONAL SPORTS CHALLENGE

Sport sims come and sports sims go, but there will always be a place in our hearts for a game with good arcade waggling action. International Sports Challenge is the latest entry to the competitive world of multi-event joystick juggling. On your marks...

It's been quite a while since we saw a good multi-event sports sim on the C64. But with the Olympics coming up, Empire are hoping that their *International Sports Challenge* will hit the mark, take the gold and , ooh, lots of other sporting things, I bet.

They'll be five events, including swimming, clay pigeon shooting, diving and two other events which have yet to be finalised.

In the swimming there's a huge choice of events covering all different styles and lengths and you can choose to compete at National, International and World Championship level (with increasingly harder opponents). The action follows the traditional waggle system, but with the critical addition of having to come up for breath at just the right moment.

Clay pigeon shooting is ,er, shooting clays that are fired into the air in front of you. However, to make things more difficult, the clays are fired from different places all over the screen, and you get more points for hitting clays with your first shot. This has been tried before in tons of games, and seems to go down pretty well.

The diving is the most complicated and follows the international rules quite closely. First of all you select the type of competition you want to enter and the number of practice dives you want (you can have up to three, but this reduces the maximum score you can get on your main dive).

Rather than just doing any old dive, you then go to the dive selection screen where you select the dive you want to do (harder dives are worth more points) and the computer will show you a reply of a perfect dive. To start the dive, you press fire, and then fire again when the power ring reaches the right strength. To do the dive correctly, you then have to follow the path of the on-screen guide with your joystick, after which the panel judges you on the accuracy of your dive.

Empire reckon *International Sports Challenge* will keep away from the normal running and jumping events in favour of those with a bit more fine art involved. More details as they come out...

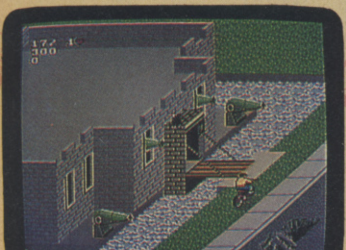
Game	*International Sports Challenge*
Publisher	Empire
Release	March
Contact	0268 541126

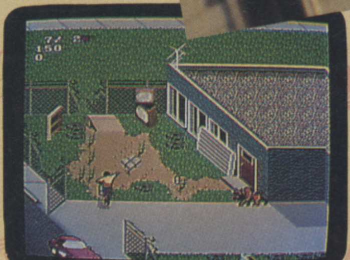
Look out - he's back!

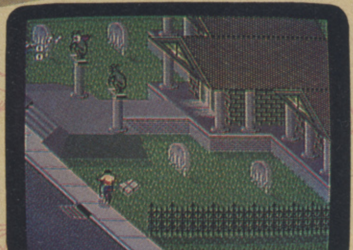
PAPERBOY 2

No window is safe. No fence is too high. The paperboy is determined to deliver the paper to his subscribers any way he can. Tossing papers left and right, riding in three directions, jumping anything, this free-wheeling carrier visits more neighbourhoods and houses, faces more targets and obstacles, in more vivid colours than ever before.

Plus, rad stunt riding and BMX tracks in bonus rounds. Choose to ride as either Paperboy or Papergirl too!







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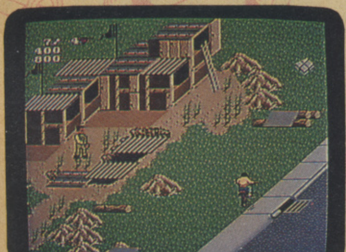
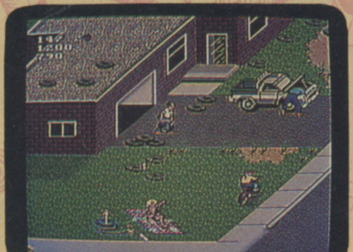
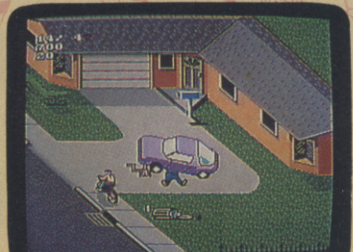




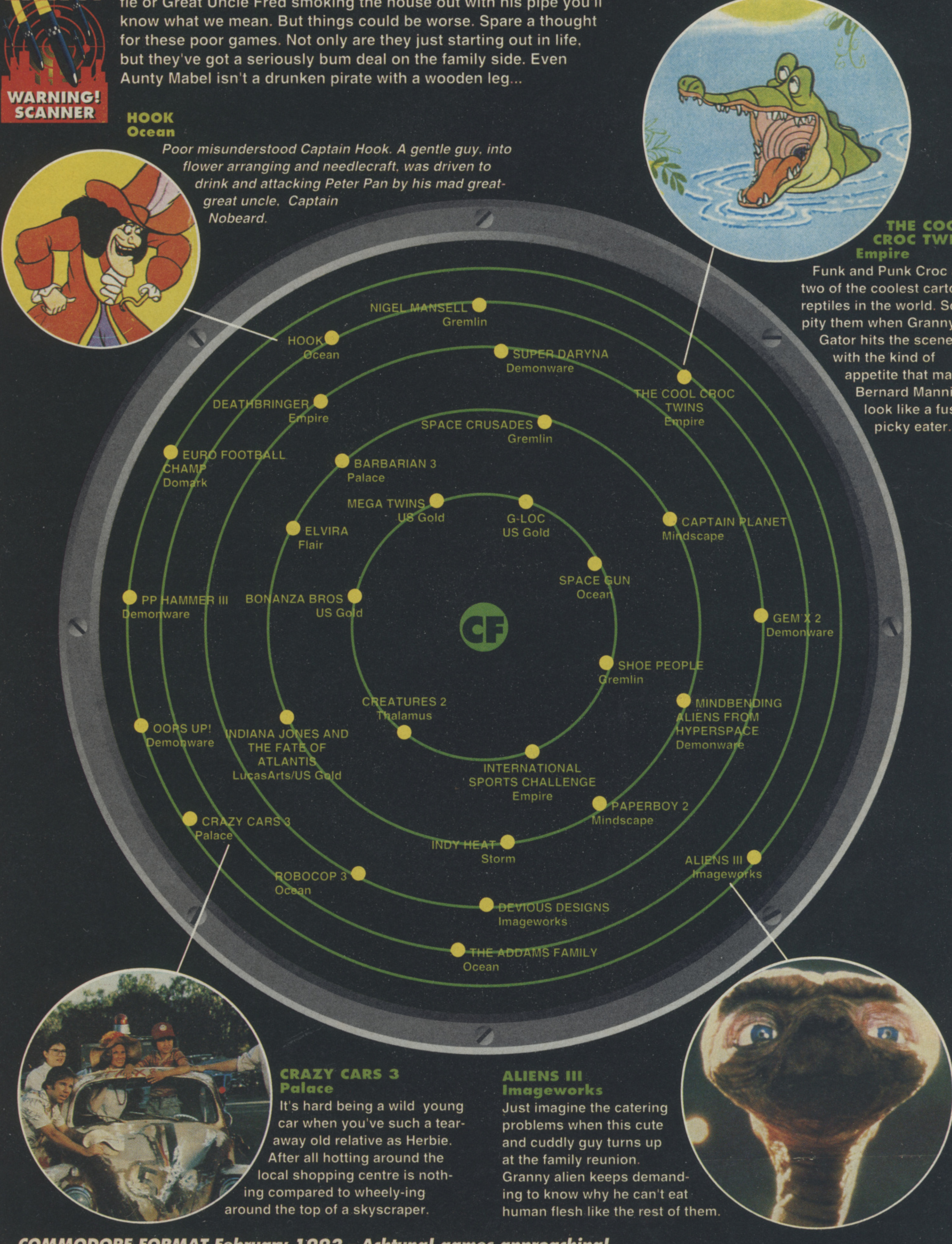


MINDSCAPE

For your local dealer, contact **Mindscape International Ltd,** The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel: 0444 831 761

EARLY WARNING! SCANNER

Relatives are always embarrassing, aren't they? Well if you've suffered an evening with Aunty Mabel getting drunk on sherry trifle or Great Uncle Fred smoking the house out with his pipe you'll know what we mean. But things could be worse. Spare a thought for these poor games. Not only are they just starting out in life, but they've got a seriously bum deal on the family side. Even Aunty Mabel isn't a drunken pirate with a wooden leg...


NIGEL MANSELL
Gremlin
HOOK
Ocean
SUPER DARYNA
Demonware
THE COOL CROC TWINS
Empire
DEATHBRINGER
Empire
SPACE CRUSADES
Gremlin
EURO FOOTBALL CHAMP
Domark
BARBARIAN 3
Palace
MEGA TWINS
US Gold
G-LOC
US Gold
ELVIRA
Flair
CAPTAIN PLANET
Mindscape
SPACE GUN
Ocean
PP HAMMER III
Demonware
BONANZA BROS
US Gold
CF
GEM'X 2
Demonware
SHOE PEOPLE
Gremlin
MINDBENDING ALIENS FROM HYPERSPACE
Demonware
CREATURES 2
Thalamus
OOPS UP!
Demonware
INDIANA JONES AND THE FATE OF ATLANTIS
LucasArts/US Gold
INTERNATIONAL SPORTS CHALLENGE
Empire
PAPERBOY 2
Mindscape
CRAZY CARS 3
Palace
INDY HEAT
Storm
ALIENS III
Imageworks
ROBOCOP 3
Ocean
DEVIOUS DESIGNS
Imageworks
THE ADDAMS FAMILY
Ocean

HOOK
Ocean

Poor misunderstood Captain Hook. A gentle guy, into flower arranging and needlecraft, was driven to drink and attacking Peter Pan by his mad great-great uncle, Captain Nobeard.

THE COOL CROC TWINS
Empire

Funk and Punk Croc are two of the coolest cartoon reptiles in the world. So pity them when Granny Gator hits the scene with the kind of appetite that makes Bernard Manning look like a fussy picky eater.

CRAZY CARS 3
Palace

It's hard being a wild young car when you've such a tearaway old relative as Herbie. After all hotting around the local shopping centre is nothing compared to wheely-ing around the top of a skyscraper.

ALIENS III
Imageworks

Just imagine the catering problems when this cute and cuddly guy turns up at the family reunion. Granny alien keeps demanding to know why he can't eat human flesh like the rest of them.

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WRESTLEFEST

IT'S WRESTLE MANIA

WRESTLING BONANZA

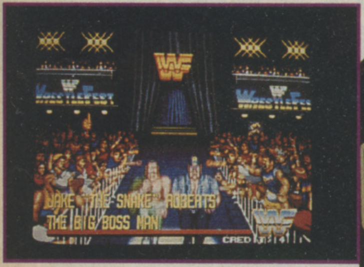
WRESTLEFEST
INSERT COIN
1991 TECHNOS JAPAN CORP.
CREDIT: 0
$tarline 26
$tarline

FEATURING

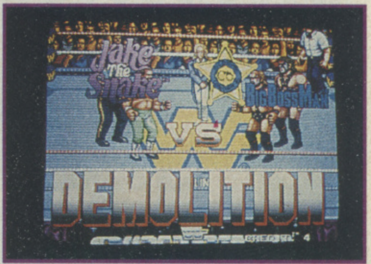
- ★ HULK HOGAN
- ★ 'JAKE THE SNAKE' ROBERTS
- ★ SGT SLAUGHTER
- ★ ANIMAL OF THE LEGION OF DOOM
- ★ EARTHQUAKE

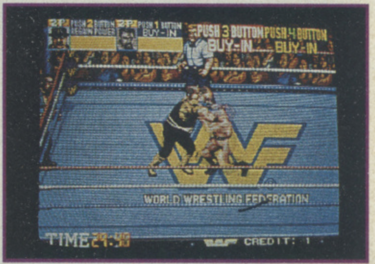
ALSO FEATURING

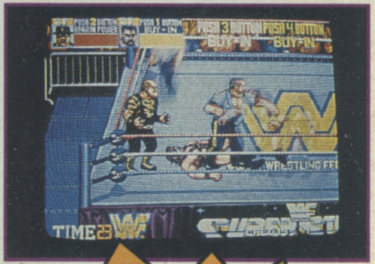
- ★ BIG BOSS MAN
- ★ THE MILLION DOLLAR MAN-TED DI BIASE
- ★ MR PERFECT
- ★ HAWK OF THE LEGION OF DOOM
- ★ ULTIMATE WARRIOR


JAKE "THE SNAKE" ROBERTS!
THE BIG BOSS MAN

WRESTLEFEST
INSERT COIN
1991 TECHNOS JAPAN CORP.
CREDIT: 0


Jake The Snake
Big Boss Man
VS
DEMOLITION


PUSH 3 BUTTON BUY-IN
PUSH 4 BUTTON BUY-IN
WORLD WRESTLING FEDERATION
TIME
CREDIT: 1


PUSH 3 BUTTON BUY-IN
PUSH 4 BUTTON BUY-IN
WRESTLING FEST
TIME

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shinobi
continental circus
xenon
gemini wing
silkworm
double dragon I

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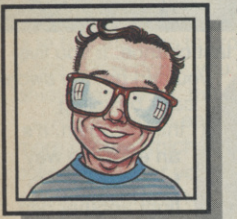
ammy cass *(£3.99)* · also on PC *(£9.99)* double dragon I & II, xenon, shinobi

well? what are you waiting for?

If you want to know who exactly reviews all these games or what those crazy little cartoony symbols on the reviews pages are, all your questions are answered here, the Powerplay page. Look no further than this to fathom Commodore Format's radical ratings...

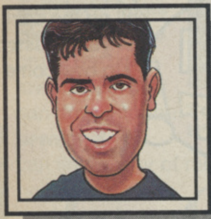
POWERPLAY

COLIN CAMPBELL



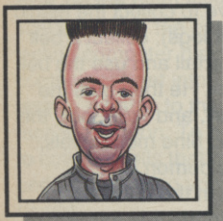
Our Ed's a bit miffed this month. It seems that since we published his, ahem, 'portrait' for the first time last issue, plenty of readers have been pointing out that Col looks a lot like stingy budgeteer Roger Frames. Roger says this comparision is an outrage. Enough said...

DAVE GOLDER



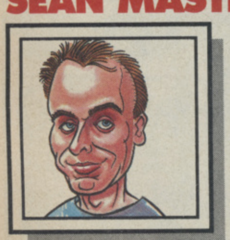
Talking of Roger Frames, meet Dave Golder. He's so mean he won't even fork out for budget games. This one's a strict Public Domain man. "I never like to spend more then 15 pence on a game," he says, so we sold him a copy of *Cisco Heat* for just that. Great guy. But what a mug.

STUART CAMPBELL



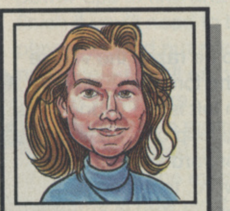
The toughest nut in the PowerTest line-up is our mate Stuart. He owns an Amiga but he only uses it for writing. When it comes to gaming, however, he finds Amiga titles often lacking in gameplay. Only one remedy works in this case and that's a good six hours or more playing *Smash TV* or *Turbocharge*. Sensible lad, Stuart.

SEAN MASTERSON



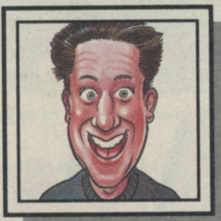
Sean's not been getting much sleep lately. Trouble is, he got too involved in trying to whip the Bart Simpson game and, let's face it, Sean's more at home with Dungeons and Dragons than with weird under-achievers and space mutants. "How can you say that when I work here?" he asked. We laughed.

PAUL LYONS



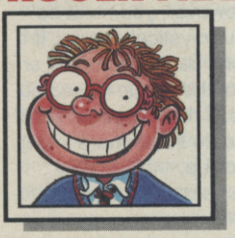
Paul's a bit of a wire-head. Give him a 64 and he's bound to find something wrong with the poor thing. Still, since he came over to the CF reviews team full-time he's seen the error of his ways. It's strange how half an hour of First Samurai can turn someone into a frothing games psycopath.

NEIL WEST



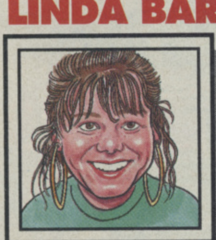
Neil tries to keep his game playing a secret. He pretends to be a serious dude about town, living from one rave to the next. But the fact is he's a sad victim of computer game addiction, unable to go more than a few hours before flicking the switch on his C64 and loading a good shoot-'em-up.

ROGER FRAMES



If you want to enjoy your C64 sessions on the cheap, Roger's the lad to listen to. He goes to extraordinary lengths to find superb software at silly prices. This month he was robbed of a Dizzy Collection review. Neil wrote the review instead, leaving our pimply penny pincher in paroxisms. And he was led astray by Monte Carlo Casino. Oh dear.

LINDA BARKER

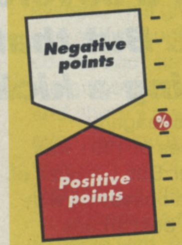


Meet Linda. Not only is Linda a girlie but (and we have to tell you this) she's a bit of a Spec-chum as well. So what's she doing reviewing Commodore 64 games? Well, it's quite simple. She's brilliant at them. She can't get to grips with the fact that the 64's keys aren't made of rubber though.

Bits'n'Bobs

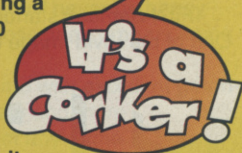
Commodore Format's review system is as simple and can be. There's none of that tricky hard–to–follow nonsense here. Each review is packed with as\ much information as you'll need to decide if a game's for you, and it will help you get started playing. At the end, you'll find a straightforward ratings system that tells you exactly what's good about a game, and what's not so hot...

CF RATINGS



When you arrive at the end of a review you'll see one of these egg-timer shaped thingies. At the top will be the game's poor points, and at the bottom its strong points. The shape of the ratings box depends on the mark it achieves, so there's plenty of room to detail a good game's strong points, and vice versa.

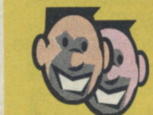
The highest rating a game can get is 100 per cent, but none ever has.


It's a Corker!

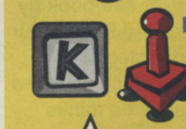
If you see a game review featuring this symbol , it means it's rated more than 90 per cent, so it's an 'official' corker and could well be worth a good look.

GAME ICONS

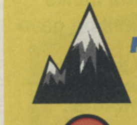
To make life easier for you we've knocked together a few 'tell–at–a–glance' icon thingamajigs so you can tell at a glance what standard feature each game contains. They are:



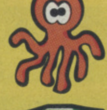
FACE – Number of players. The more heads, the more people can play.



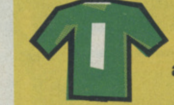
KEYBOARD / JOYSTICK – Bit obvious really. It signifies the control mechanisms.



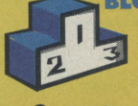
MOUNTAINS – If you can see a mountain, it means there are difficulty levels.



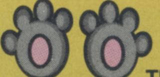
OCTOPUS – Multiload, the game's in bits if the octopus appears (tape users beware).



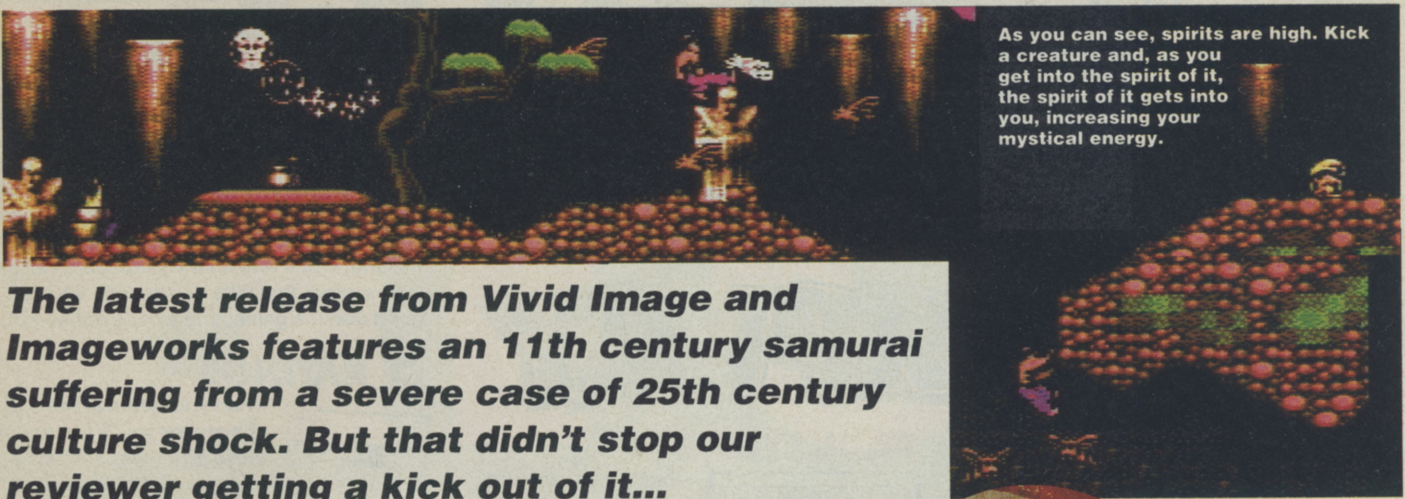
GOALIE'S SHIRT– This means there's a save option available (groan).



BLOCKS – You can prove to everybody how good you are at a game by using a high-score table.



PAWS – Yes, we're afraid that really is what it means. There's a pause mode.



As you can see, spirits are high. Kick a creature and, as you get into the spirit of it, the spirit of it gets into you, increasing your mystical energy.

FIRST SAMURAI

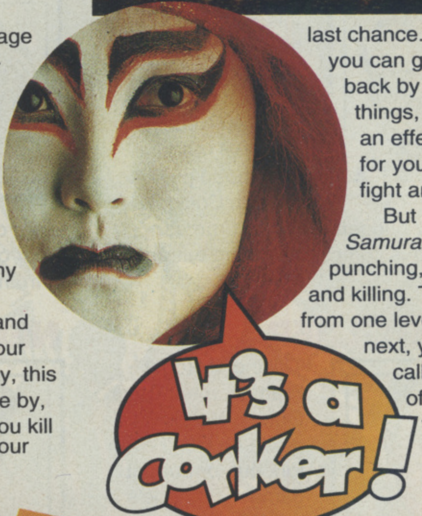
The latest release from Vivid Image and Imageworks features an 11th century samurai suffering from a severe case of 25th century culture shock. But that didn't stop our reviewer getting a kick out of it...

One of the most eagerly awaited games of 1991 was *First Samurai*. But, because of Vivid Image's obsession with making it the best arcade adventure ever, it's sort of become the most eagerly awaited game of 1992. But has it been worth the wait?

First Samurai started as a bit of a joke. One of the Vivid Image team (John Twiddy) programmed *Last Ninja 1* and *2* for System 3. So when he, Mev, Teoman and Raffaele (no, they're not related to the Turtles) set up their own company – Vivid Image, the name *First Samurai* was just a working name to wind up System 3. And yet, inevitably, as things developed the name stuck and our hero with the purple trousers was born.

The storyline is quite similar to a book by ace cartoonist Frank Miller, called Ronin. Our hero is a young samurai and protector to a great lord. Everyone is happy, until one day a powerful Demon King appears who thinks that he could have much more fun if he gave people a hard time, so he razes the village to the ground, killing the lord in the process. The only person left is the young samurai, who, with the help of a wizard mage, is catapulted forward into the future with a magic sword, to avenge the death of his master.

Unfortunately, you start the game as a bit of a wimp. Although you have full physical strength, you don't have any mystical strength at all – and mystical strength is essential for picking up and using magical items and wielding your magic sword. Fortunately, this is not to hard to come by, as everything you kill increases your mystical energy a little bit.


It's a Corker!

Once you have most of your energy your sword appears in your hand and, hey, killing, wounding and slaying the bad guys is suddenly much easier. However, you must be careful to maintain your mystical energy. If it drops too low, you won't be able to use – or even pick up – some of the magic items you will find in your travels. If this happens, you'll just have to go out and do some more killing to get your energy back up.

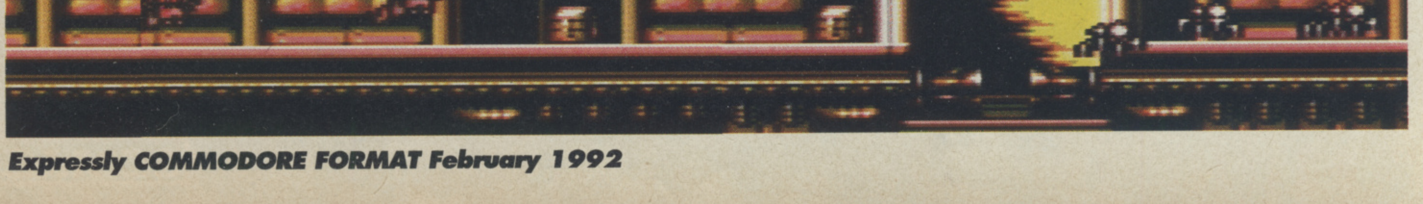
Normally, if you run out of physical energy, you die. But, if you're carrying your sword, it will disappear instead, turning into an extra bit of physical energy, to give you a last chance. If you live, you can get the sword back by killing things, again. It's an effective way for you to live to fight another day.

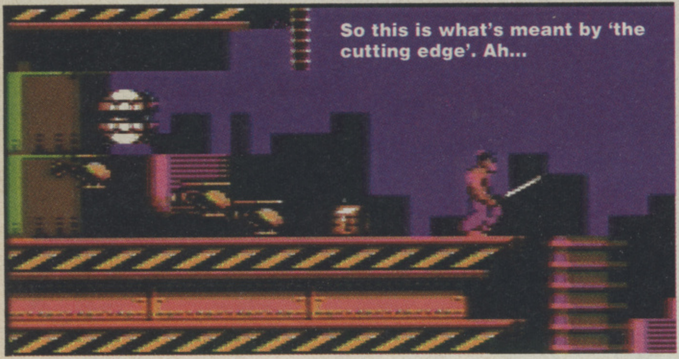
But *First Samurai* isn't all punching, slashing and killing. To progress from one level to the next, you need to call on the spirit of your master to overcome certain problems. For example, at the end of the first level, there's a waterfall to cross.

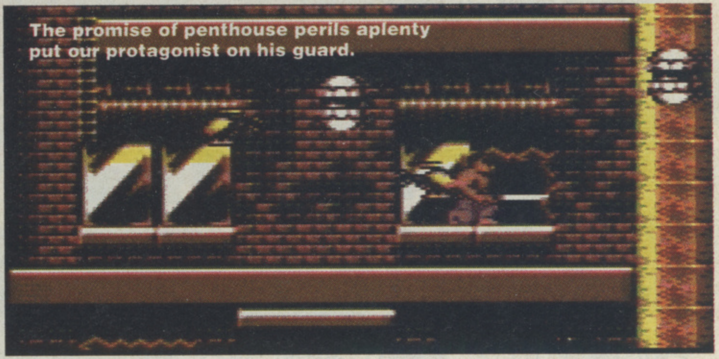
To do this, you have to collect the magic items (in this case, four logs), collect a bell and then go to the waterfall and use the bell to summon your master. He then puts the logs across the waterfall, and voila, only the end-of-level dragon and nine more levels, and you get to fight the demon king.

You start the game in the wilderness, back in your our time. In the first four levels you have to fight your way towards the transporter that will take you forward to the future,

Public transport is no safer 500 years on. The train sequence forms the penultimate level of *FS* and it don't stop for nothin'.

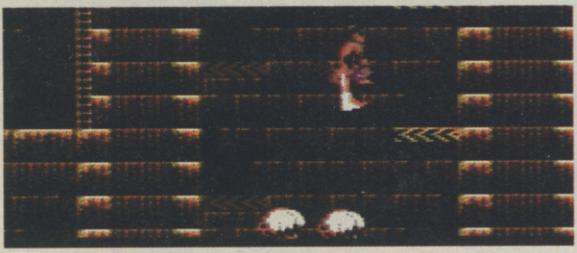



So this is what's meant by 'the cutting edge'. Ah...


The promise of penthouse perils aplenty put our protagonist on his guard.

chasing after the evil demon. Anyone who played our fabulous demo on last month's cover tape will be in for a shock, because the *real* first level is twice as big and there are lots more objects to find and use. The puzzle is to find the logs to cross the waterfall with. Once this is done, you have to face the end-of-level guardian, the dragon.

At the end of each level there are one or more chests which contain spinning coins – collect these for your end-of-level bonuses. In the fifth level you have to fight your way along a speeding subway train, picking up bonuses to rebuild your strength. The sixth level takes you through the grotty part of town where you can drop into the sewers, if you can find a way of moving the blocks from the entrance...


Tours of sewers are still popular in 25th century Japan. It's a sign of the slime...

In the sewers your path is blocked by waterfalls but, of course, there is a way past. The eight level is a journey through the smart part of town – a high-tech Bladerunneresque place, where the way is blocked by lasers. Rather than using the door like everyone else, on the ninth level, you have to climb the scaffolding on the outside of the building, collecting computer disks to destroy the access computer to get into the building. The final level is a battle to the top of the penthouse to face the demon. To be successful, you have to collect spells that make the demon become flesh, so you can fight him to the death!

First Samurai is a real arcade adventure – not like some so-called games where adventure means you have to walk a lot to get to the action. In *First Samurai* every minute is packed with action: enemies to kill, power-ups to find and puzzles to solve. To finish it you'll need to be a good beat-'em-up player, a good puzzler solver and have patience – not all of the puzzles are as easy as they first seem.

There are so many good things about *First Samurai* that it's difficult to say which are the best. The most amazing thing about the game is how big it is. Every single one of the ten levels is exactly the same size as the Amiga game! There's a real feeling of space, as you can wander anywhere you like on each level, from the start to the end and back again. Many of the chests reappear later in the game, so if you get stuck, retracing your steps is a good idea.

A lot of the puzzles rely on using the right magic in the right place. To help you with this there's an intelligent hint system, so if you wander past the right place enough times without calling on the wiz, he appears long enough to let you know when you're in the right place.

The number of monsters and puzzles, dangers and power-ups that have been squeezed into the C64 is nothing short of amazing! Which makes for a really big adventure. It takes the programmers – John and Mev – over two and a half hours to play all the way through the game, and that's using infinite lives and knowing where all the magic items are!

The disk version has a special password system. This gives you special codes at the end of the fourth, sixth, eight and ninth levels so you don't have to play all the way through the game every time. And if you get to the end, there's a special password that may even win you a prize... (and each disk has its very own set of codes). But the most important thing is that the gameplay is bang on.

If there's a real fault, erm, it is quite hard to begin with. And there's no in-game music, because there was no memory left for it. But probably the worse thing about *First Samurai* is that if you buy it, you'll never be happy again with the mindless beat-'em-ups some companies produce.

If you want a game with excellent graphics, loads of gameplay and more lastability than almost any game released last year, then you'll love *First Samurai*. If not, then you may as well start a toenail collection...

PAUL LYONS

Game	**First Samurai**
Publisher	**Imageworks**
Cassette	**£10.99**
Disk	**£15.99**
Release	**Out now**
Contact	**081 424 2330**

POWER RATING

THE DOWNERS...

- No in-game music, only sound FX.

100

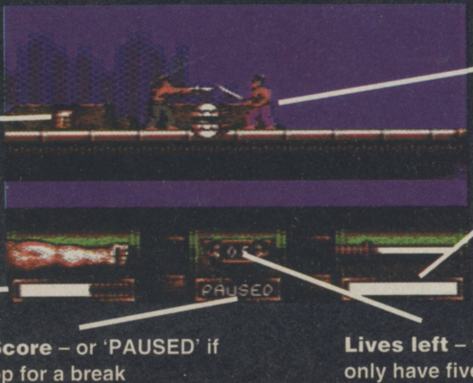
96%

- **A totally massive arcade adventure!**
- **Excellent main character that's really easy to control.**
- **Big colourful, characterful enemies to face down.**
- **Gorgeously intricate and beautifully coloured backdrops with parallex scrolling.**
- **Sound FX adds adds bags of atmosphere.**
- **There's more than one way to complete most puzzles.**
- **10 huge levels fit into only four loads.**
- **Password system on the disk version.**
- **Destined to be one of the all-time great C64 games!**

...AND THE UPPERS

0

That screen in full...



A chest – break open the chests for food, weapons and magical objects.

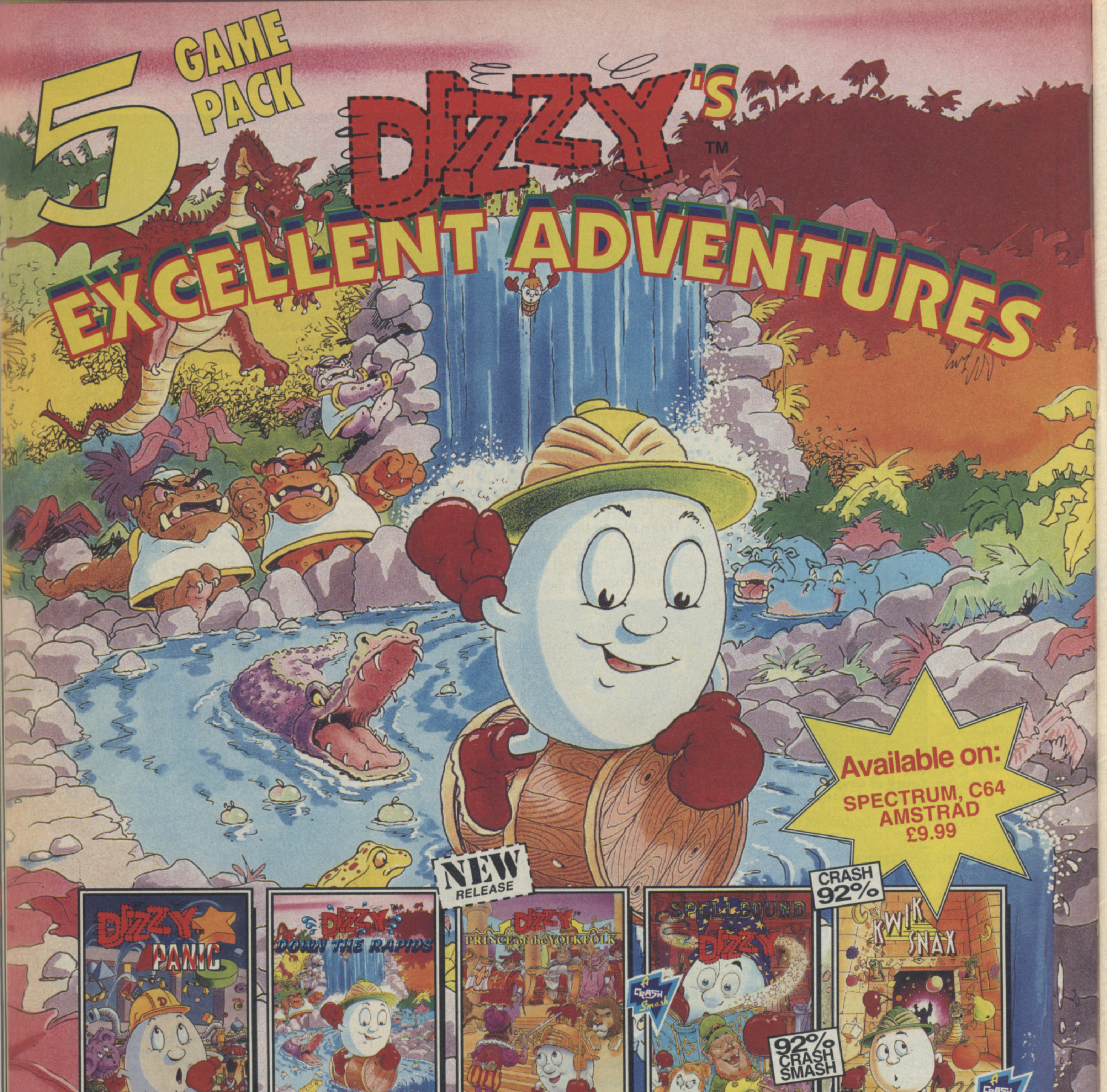
Our hero – with magical sword and pretty natty purple pyjamas to parade around in.

Physical strength bar – lose all this and, erm, you're sort of dead.

Mystical strength bar – without lots of MS, you simply cannot use many magical objects.

Your Score – or 'PAUSED' if you stop for a break

Lives left – you only have five.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HELP LINES

NEW RELEASE INFO LINE 0898 555 000 (Tells you what is being released this month)

If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first! Calls costs 36p per minute during off peak time and 48p per minute at all other times.
(GREAT BRITAIN ONLY)

ATARI ST AND AMIGA	
TREASURE ISLAND DIZZY	0898 555 092
LITTLE PUFF	0898 555 095
ROCKSTAR	0898 555 090
FANTASY WORLD DIZZY	0898 555 078
SEYMOUR IN HOLLYWOOD	0898 555 010
SPIKE IN TRANSYLVANIA	0898 555 105

SPECTRUM, AMSTRAD, C64	
DIZZY	0898 555 093
TREASURE ISLAND DIZZY	0898 555 091
FANTASY WORLD DIZZY	0898 555 078
LITTLE PUFF	0898 555 094
ROCKSTAR	0898 555 090
MAGICLAND DIZZY	0898 555 096
SLIGHTLY MAGIC	0898 555 050
SEYMOUR IN HOLLYWOOD	0898 555 010
SPIKE IN TRANSYLVANIA	0898 555 105

GameBusters

Andy Roberts

***February festivities of the puzzle solving variety can be found over the next eight pages. To take you through them, here is fearless cheat finder* Andy Roberts.**

ALIENS

To complement the spiffy map in *CF15*, here are some additional tips from **Auntie Dot** in Wigan. Knew Auntie wouldn't let us down.

GROWTH When you find a patch of growth, only shoot half of it – this saves ammunition (and should only be used to find doors).

ALIENS Warriors wander around for approximately 10 seconds before they attack, so it's essential to find them quickly. They can be killed by either one shot to the head or two shots to the body (the head shot saves ammunition). Avoid shooting an alien in front of a doorway – some of them leave behind lethal pools of acid.

FACE HUGGERS & EGGS Huggers crawl along the ground for roughly five seconds but it only takes one shot to kill them, so aim carefully. If it leaps towards you, shoot twice. Eggs don't set off a beep, so scan the room for them.

DARKNESS When the lights go out, it's pointless to head for the Queen. The 'programming' system is your best bet to avoid getting lost but you still have the aliens to content with. Often you can make out the dim outline of a warrior – fire one shot to highlight it, then kill it your next. Face huggers are a nightmare. It's better to run away than fight.

QUEEN'S CHAMBER Get as many people there as possible – pray the lights don't fail!

The POKE! (and how to use it)

Many people write in with just one question; 'How do I use the POKEs printed in *CF*?' Well, here's how.

RESET POKES
A reset POKE usually has two elements; a POKE statement (followed by a value), and a SYS statement. For example, POKE 4444,44 followed by SYS444. The actual POKE changes a location in the computer's memory, (usually adjusting the location where the number of lives left in your game is stored). The SYS number is the machine-code equivalent of RUN, and is needed to restart the game.

To use a reset POKE, you must have a reset switch. You reset the machine using this switch, whereupon the familiar start-up screen appears. The game is still intact, however, and you merely enter the POKE or POKEs followed by the SYS call to get things running again.

ACTION REPLAY POKES
These require only an Action Replay cartridge. To use an Action Replay POKE, simply freeze the game with the cartridge, select 'POKES' from the menu, enter the desired POKE, then press the restart key. No SYS statement is needed because the cartridge restarts the game automatically. Reset POKEs can be entered by Action Replay owners (ignoring the SYS call). But reset switch owners cannot use Action Replay POKEs.

LISTINGS
A listing requires no additional hardware. It's a BASIC program made up of lines, usually starting at 0 and increasing in steps of 1. The listing must be entered exactly as it's printed in the magazine. Press the RETURN key at the end of each line. For example, you would start the *Shadow Warriors* listing with line 0, typing; 0 REM SHADOW WARRIORS CHEAT BY WAZ (followed by RETURN). Enter every line in this manner, and when you finish the program SAVE it to cassette or disk. Now RUN the listing – if all is well, the message 'PRESS PLAY ON TAPE' appears (in which case, insert the rewound game cassette and press PLAY to load it as usual). You may be confronted with 'DATA ERROR', in which case you should check the DATA lines you have typed in. Get a friend to read out the lines from the magazine while you type them in. The listings are tested thoroughly, and the vast majority do work, so check your typing if something seems wrong.

LITTLE PUFF

Quite a jolly little arcade adventure, as **John Jemson** found out. In fact, he enjoyed it so much he's decided to share the complete solution with the entire world. Aren't you lucky? From the start: take CHERRIES, RIGHT, take POTION, LEFT, LEFT, LEFT, fire at the TREE STUMP, LEFT, fall down left side of hole, LEFT, get BOX, LEFT, drop BOX to make a step, take LIFE BELT and BOX. RIGHT, RIGHT, RIGHT, RIGHT, take CORKSCREW, RIGHT, take ENVELOPE, RIGHT. Drop CORKSCREW, RIGHT, take PUMP, LEFT, fall down hole, take FOOD, LEFT, LEFT, LEFT, LEFT, take GRAPES, LEFT. Cross BOX with HAMMER to make a KEY, go to DOOR, take PUMP, push up at DOOR, RIGHT, jump onto PLUNGER and drop the PUMP, LEFT, up through the DOOR, LEFT. Take BANANA, LEFT, LEFT, LEFT, take BOTTLE and drop the SHADE, LEFT, LEFT, take FOOD and ENVELOPE, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT. Up through DOOR, RIGHT, take PUMP (and make sure that you have the LIFE-BELT, FOOT-PUMP, and the BOTTLE at this point). LEFT, up through DOOR, LEFT, down HOLE, LEFT, cross BOTTLE with CORKSCREW to make part of the PASS (again make sure you have the FOOT-PUMP and LIFE-BELT at this point). Drop down HOLE, take TIN HAT, LEFT, LEFT, LEFT, LEFT, LEFT, up through DOOR, LEFT, LEFT, LEFT. Take BOTTLE OF WATER, drop LIFE-BELT and PUMP, take ENVELOPE (you should now have re-assembled the PASS-CARD). Take COCONUT, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT. Take SAW-SAW and COCONUT changes into a GOLD COIN, RIGHT. Drop GOLD COIN near TOLL DRAGON (he then disappears), RIGHT, RIGHT, RIGHT. Well done, you've finished the game!

£20 MAIL ORDER VOUCHER MADNESS

If you would like to win one of these legendary vouchers, send your maps, solutions, hints, tips and POKEs to:

Andy Roberts' GameBusters,
Commodore Format,
30 Monmouth Street,
Bath, Avon,
BA1 2BW.

SMASH TV

Coming up next, the definitive guide to Ocean's gruesome gameshow extravaganza. We'd like to warn readers that these pages contain explicit maps and tips which some people may find helpful.

WEAPONRY

POWER UPS make you invincible for approximately 5 seconds. During this time run into as many other participants as possible. Most useful when the screen is rapidly filling up with tanks and warriors.

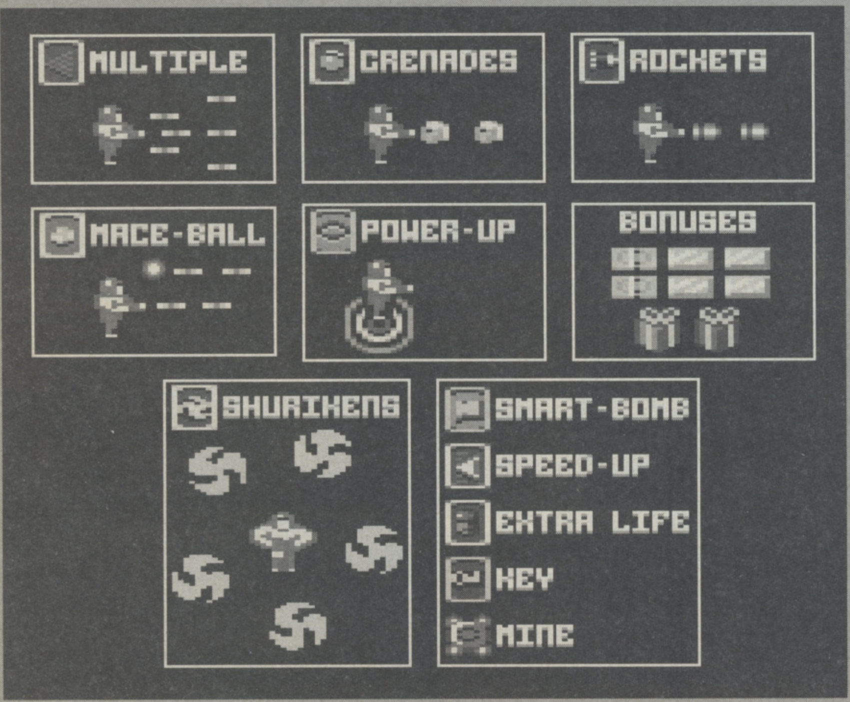
SHURIKEN are definitely the most attractive weapons but be careful how you use them. The shuriken cannot kill shrapnel men - they simply bounce off. Use them to shield you. This allows you to concentrate on destroying one attack wave without having to worry about anything behind you.

MACE-BALLS effectively double your firepower capability. For example, if you are firing rockets, the mace fires rockets too.

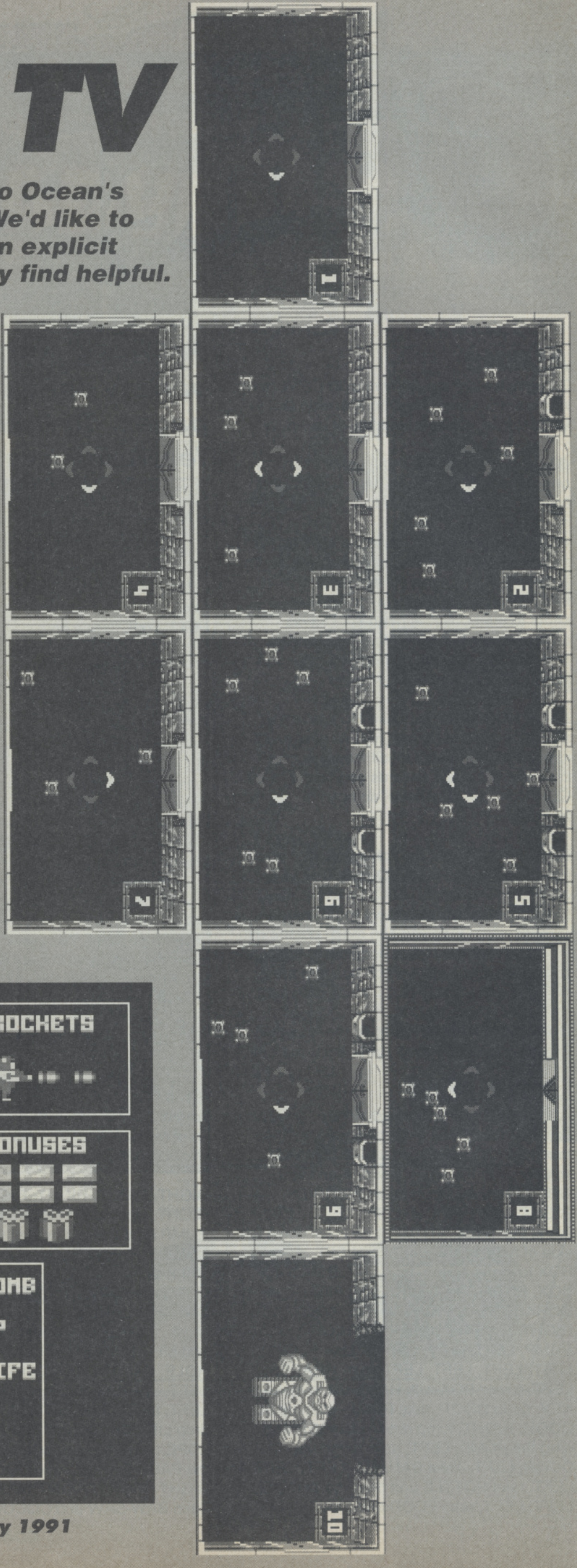
MULTIPLE is extremely useful for tackling large numbers of warriors, as it has the longest range. It triples your single shot and does a lot of damage in the process.

GRENADES are only short range weapons but they're still very effective against tanks and shrapnel men. They're much less useful when tackling huge attack waves, so switch to another weapon when you get the chance.

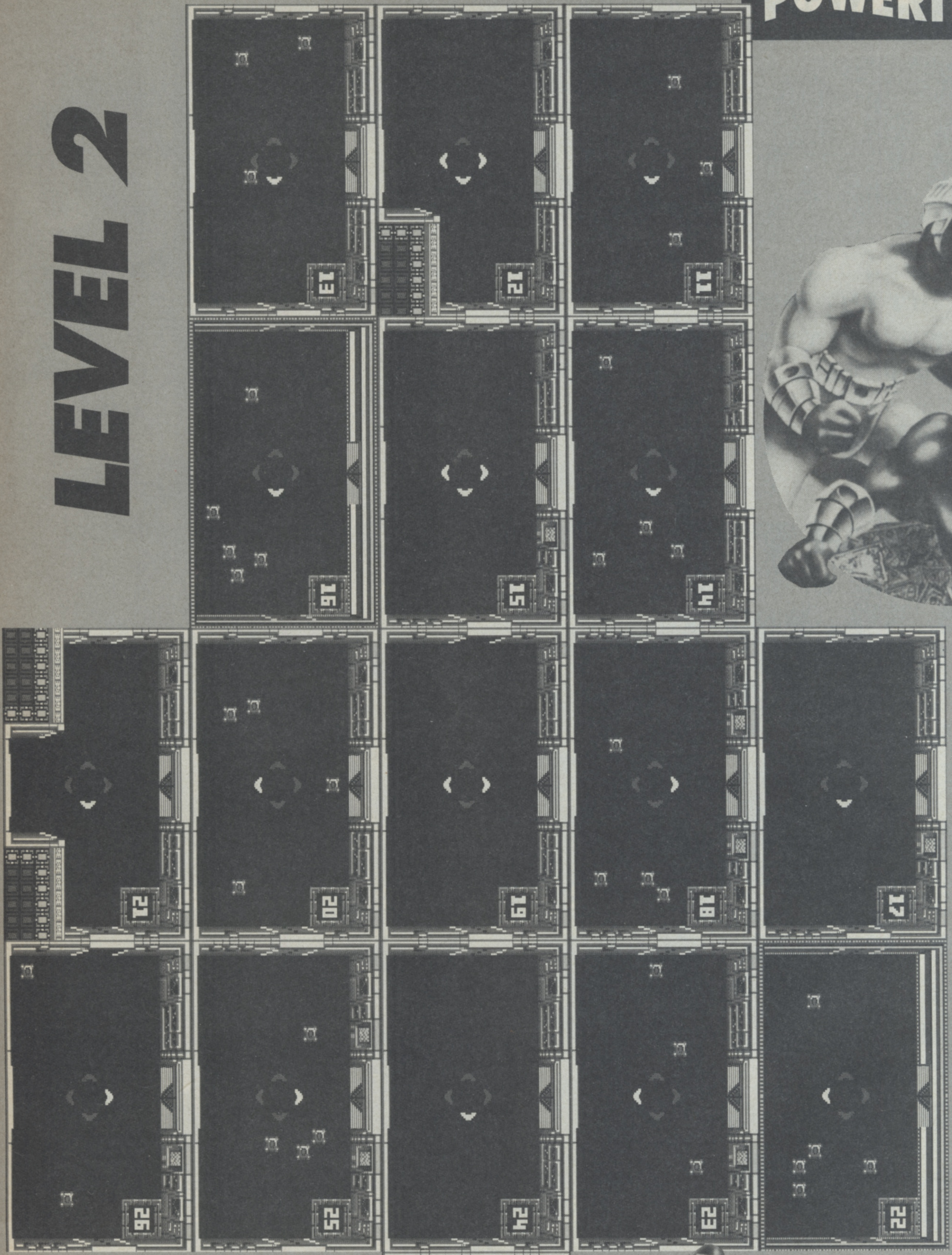
ROCKETS cut through anything and keep on going. Rockets are your solution to shrapnel men, tanks and those tricky flying saucer tackling moments, not to mention the end-of-level nasties.

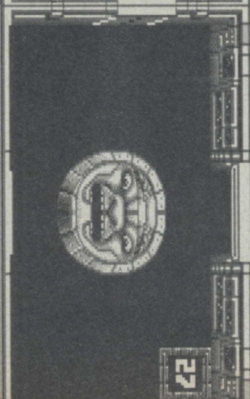


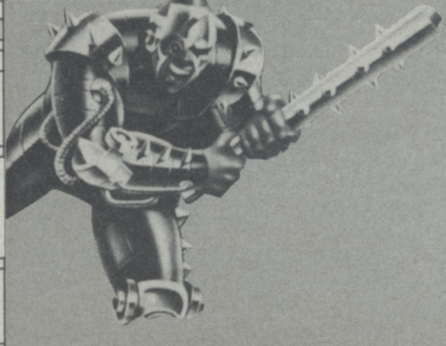
LEVEL 1



LEVEL 2



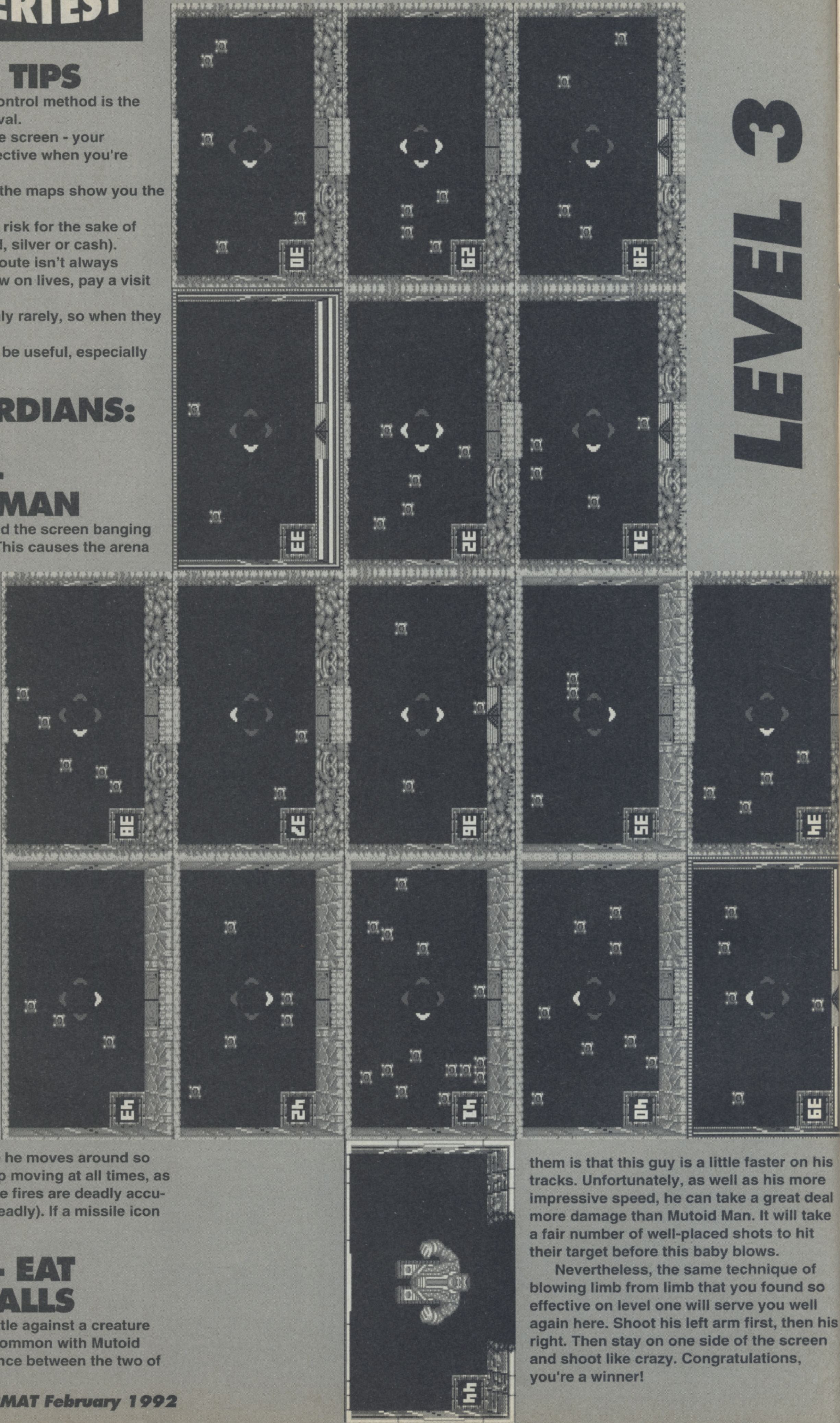




SMART BOMBS These tend to appear when the screen is bursting at the seams with your opponents, so it's worth risking life and limb to collect this icon. Everything on screen will be vaporised in an instant.

And there you have it, the biggest darn guide to *Smash TV* you're ever likely to see. Many thanks to the programmer, Nick 'Supremacy' Jones for revealing a few of the game's secrets... I haven't given many of them away, this time. So you'll just have to play the game and discover them yourself.

Stay tuned to COMMODORE FORMAT February 1992



GENERAL TIPS

- The single joystick control method is the key to long-term survival.
- Don't rush around the screen - your weapons are more effective when you're standing still.
- The white arrows on the maps show you the available exit-points.
- Never put yourself at risk for the sake of bonuses (such as gold, silver or cash).
- Taking the shortest route isn't always advisable - if you're low on lives, pay a visit to a bonus room.
- Extra lives appear only rarely, so when they do... go get 'em!
- Increased speed can be useful, especially on level 3.

THE GUARDIANS:

LEVEL 1 - MUTOID MAN

This guy moves around the screen banging his fists on the floor. This causes the arena to shake violently. The best approach is to shoot his left arm first (until it disappears). Then repeat the process on his right arm. Finally, staying on either the left or right of the screen, shoot like mad until he's completely dead. Don't be tempted to shoot him from directly in front or behind, it's too hazardous.

LEVEL 2 SCAR FACE

Rather strangely, this chap is the hardest of the three to beat. The only way to kill him is to blast *every single* segment of his surrounding shell until only a crater remains. The bottom segments are difficult to shoot, because he moves around so quickly. It pays to keep moving at all times, as the homing missiles he fires are deadly accurate (and accurately deadly). If a missile icon appears, grab it!

LEVEL 3 - EAT MY EYEBALLS

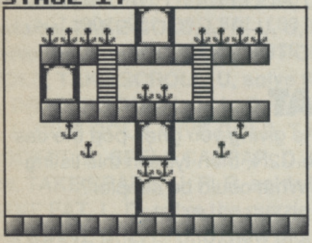
You fight your last battle against a creature who shares much in common with Mutoid Man. The main difference between the two of them is that this guy is a little faster on his tracks. Unfortunately, as well as his more impressive speed, he can take a great deal more damage than Mutoid Man. It will take a fair number of well-placed shots to hit their target before this baby blows.

Nevertheless, the same technique of blowing limb from limb that you found so effective on level one will serve you well again here. Shoot his left arm first, then his right. Then stay on one side of the screen and shoot like crazy. Congratulations, you're a winner!

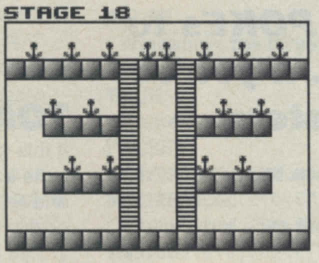
RODLAND

Who's that cute cuddly person charging over the hill, rod in hand? Could it be Andy Roberts with the second – and final – part of our complete guide to this sweet platform puzzler. And if you're still having problems, check out the small print at the bottom of the page for our definitive cheats list...

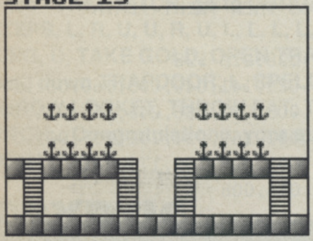
STAGE 17



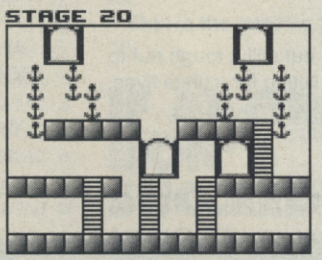
STAGE 18



STAGE 19

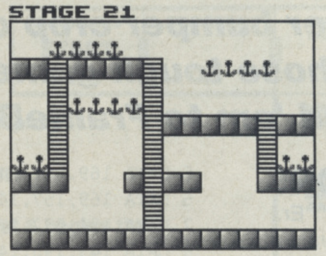


STAGE 20

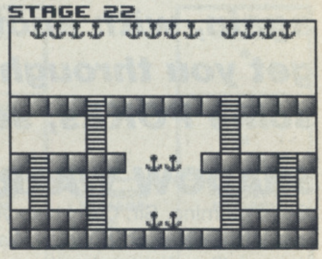


On level 18 it's better to forget about collecting all the flowers rather than get trapped in a top corner. On level 19 avoid nasties by jumping repeatedly from one platform to another. And take care when teleporting on level 20; it's easy to drop onto a monster.

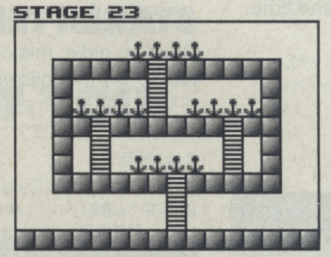
STAGE 21



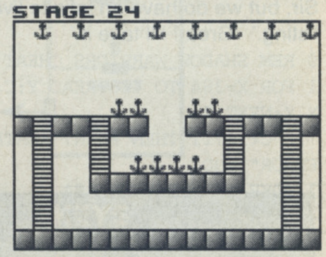
STAGE 22



STAGE 23

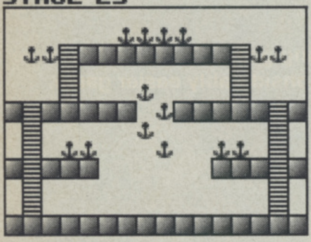


STAGE 24

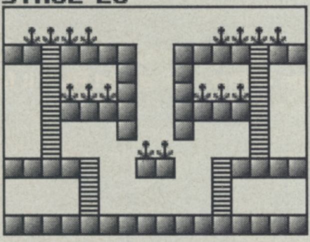


Not too many problems here but use of your portable ladder well and you'll be paid dividends. The end of level monster on level 24 is an elephant which bumps up and down on the ground. Beating him requires well-timed running in, bashing and running out.

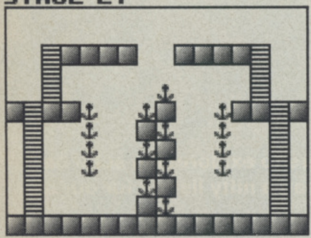
STAGE 25



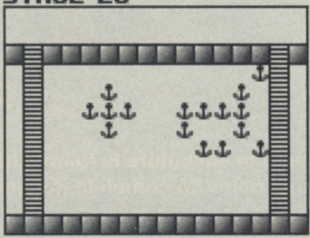
STAGE 26



STAGE 27

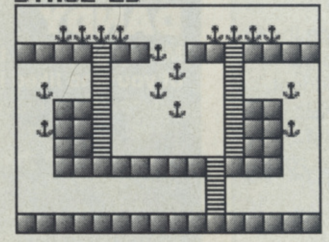


STAGE 28

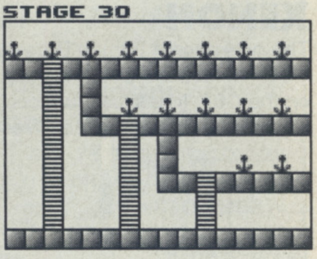


The most important skill on this quartet of levels is dropping off platforms and collecting flowers in mid-fall. If you get trapped on a long ladder, the only way to avoid certain death is by stepping sideways into mid-air. Flower-gathering on level 27 is ridiculously hard.

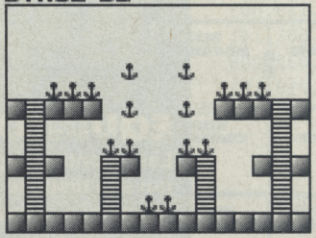
STAGE 29



STAGE 30



STAGE 31



Beware of the dead ends on level 30 and be quick with the ladder if cornered. Mystery level 32 holds the final guardian – an evil demon. Each time you defeat him he returns to fight again, only he's bigger than before. Kill him three times and final victory will be yours.

If you're still having problems try these cheats. Action Replay POKEs – infinite lives POKE 26777,173:POKE 26789,173 – infinite credits POKE 24797,173 – infinite shields – POKE 24584,189. And here's an extra cheat for anyone without a whizzy cartridge gadget – if you collect the EXTRA bubbles and immediately press the fire button before the fairy appears, you can skip levels, one for every button click.

FRAME BUSTERS!

Warren Pilkington ***delivers the goods yet again, with another bumper crop of POKEs to get you through those tough games. If you've some POKEs, send 'em to FrameBusters...***

SHADOW WARRIORS

'Good morning, Sir. Can I help you?' 'Er.. yes. Infinite lives on *Shadow Warriors* please.' 'I'm afraid we're clean out of those Sir, but we do have an infinite lives and time listing.' 'Great! I'll take it.'

```
0 REM SHADOW WARRIORS CHEAT BY WAZ
1 FOR X=384 TO 428:READ Y:C=C+Y:POKE
X,Y:NEXT 2
 IF C<>4711 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 384
4 DATA 032,086,245,169,144,141,178,002
5 DATA 169,001,141,179,002,076,167,002
6 DATA 169,160,141,041,004,169,001,141
7 DATA 042,004,076,000,004,087,065,090
8 DATA 169,234,141,207,135,169,173,141
9 DATA 209,121,076,000,008
```

XENON

The only decent Bitmap Bros game on the C64 – in fact, the ONLY Bitmap Bros game on the C64. It has just surfaced on budget, so what better than an infinite lives POKE...

```
0 REM XENON CHEAT BY WAZ
1 FOR X=400 TO 432:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3747 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 400
4 DATA 032,086,245,169,032,141,119,003
5 DATA 169,165,141,120,003,169,001,141
6 DATA 121,003,076,081,003,141,032,208
7 DATA 206,032,208,169,173,141,219,102
8 DATA 096
```

BLACK TIGER

For infinite lives and time on this crumbly arcade conversion, enter this simply splendid listing.

```
0 REM BLACK TIGER CHEAT BY WAZ
1 FOR X=384 TO 423:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4517 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 384
4 DATA 032,086,245,169,168,141,208,008
5 DATA 169,057,141,209,008,076,016,008
6 DATA 169,157,141,153,072,169,001,141
7 DATA 154,072,076,000,072,169,173,141
8 DATA 143,190,141,079,159,076,000,128
```

STARLIFTER

Bit of an oldie, this one, but still a tough nut to crack. Try the following listing for infinite lives.

```
0 REM STARLIFTER CHEAT BY WAZ
1 FOR X=384 TO 411:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3330 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 384
4 DATA 032,086,245,169,032,141,159,004
5 DATA 169,147,141,160,004,169,001,141
6 DATA 161,004,096,238,032,208,169,248
7 DATA 141,113,024,096
```

DALEY'S SUPERTEST

Not quite sure what this POKE actually does eh? If you own a copy of the game you could do a lot worse than to type it in, SAVE for future use, then RUN it.

```
0 REM SUPERTEST CHEAT BY WAZ
1 FOR X=400 TO 434:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3936 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 400
4 DATA 032,086,245,169,032,141,120,003
5 DATA 169,165,141,121,003,169,001,141
6 DATA 122,003,076,167,002,072,169,173
7 DATA 141,083,138,206,032,208,104,173
8 DATA 013,220,096
```

TOMCAT

If this game is giving you grief, pop the cassette into the C2N, then type in this listing and RUN it. What could be simpler?

```
0 REM TOMCAT CHEAT BY WAZ
1 FOR X=528 TO 562:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3201 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 528
4 DATA 169,029,141,040,003,169,002,141
5 DATA 041,003,032,086,245,169,011,141
6 DATA 206,001,169,034,141,207,001,096
7 DATA 023,001,026,169,173,141,231,060
8 DATA 076,016,008
```

POWER PACK

DANDY

Messy graphics, tinny sound, but a surprisingly absorbing game. For the other three of you who liked it, type in this listing and RUN it for a considerably easier game.

```
0 REM DANDY CHEAT BY WAZ
1 FOR X=544 TO 598:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>6219 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 544
10 DATA 032,086,245,169,032,141,103,003
11 DATA 169,053,141,104,003,169,002,141
12 DATA 105,003,076,167,002,141,032,208
13 DATA 169,173,141,140,026,141,161,026
14 DATA 169,189,141,164,035,141,135,038
15 DATA 141,192,050,169,000,141,148,042
16 DATA 206,032,208,238,032,208,096
```

EQUINOX

Last month's superb arcade adventure is full of chambers to explore and sci-fi bad guys to dispose of. What better to complete the game than a nifty listing for our old chum infinite lives.

```
0 REM EQUINOX CHEAT BY WAZ
1 FOR X=544 TO 573:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>3059 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 544
4 DATA 032,086,245,169,032,141,103,003
5 DATA 169,053,141,104,003,169,002,141
6 DATA 105,003,076,167,002,141,032,208
7 DATA 169,165,141,106,055,096
```

KNIGHTMARE

The re-release of Knightmare has been causing untold problems for dozens of people, so much so we've decided to go the whole hog and bring you this map and player's guide. There's also an infinite energy POKE, plus solutions to all the puzzles...

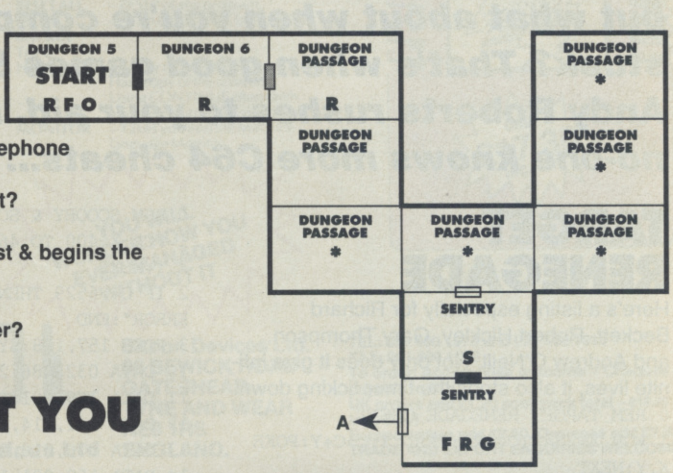
FROM START TO FINISH

The usual U-UP, D-DOWN, L-LEFT, R-RIGHT directions apply here, and anything in capitals should be initiated on your command line. From the start; TAKE FOOD, GIVE FOOD, GIVE WATER, ASK OLD MAN, TAKE SPADE, OPEN DOOR, R, DIG GROUND - you will magically appear in the next room (DON'T go back through the door). D, D, R, D, TAKE SWORD, OPEN DOOR, D, solve the puzzles, TAKE GOLD, L, R, U, U, R, U, R, solve the puzzle, D, TAKE POTION, TAKE GOLD, TAKE SCROLL, U, solve the puzzle, L, DRINK POTION, L, L, L, D, OPEN DOOR, L, L, GIVE GOLD, GIVE GOLD, TAKE LOCKET, R, SPELL CASPAR, D, solve puzzle. TAKE SPADE, U, R, R, solve the puzzles, TAKE FAT, L, D, solve the puzzles, R, TAKE WATER, R, D, L, L, U, U, now dig in all the rooms marked '*' until you discover the Pitch - TAKE PITCH, go to DUNGEON STEPS, L, R, U, U, R, U, L, L, L, L, L, ASK KING, U, TAKE GOLD, OPEN TRAPDOOR, drop down TRAPDOOR, L, SPELL ICE, THROW LOCKET, THROW FAT, THROW PITCH... Congratulations, your quest is done! Hurrah...

CRYPTIC CONUNDRUMS

The puzzles found during the game are unfeasably difficult - that's why we've solved them all for you...

* The Titanic sailed from Southampton -
FALSE
* Stonehenge was built by the Druids
TRUE
* Treguard is the Dungeon Master's name
FALSE
* The Lady of the Lake held high
EXCALIBUR
* The rhyme Ring A Ring A Roses refers to
THE BLACK DEATH
* What was the Greek name for Hercules?
HERACLES
* Which Dickens novel featured Pip?
GREAT EXPECTATIONS
* Where the Islands of Langerhans may be found? (tough one).
HUMAN PANCREAS
* Who was reknowned as The Beatles' record producer?
GEORGE MARTIN
* Who wrote The Hitch-Hiker's Guide to the Galaxy?
DOUGLAS ADAMS
* Which is the most precious of these stones?
DIAMOND
* Who slew Grendel?
BEOWOLF
* Bonita is Wonderboy's girlfriend
FALSE
* Windsor is the Royal Family's surname
TRUE
* Marconi invented the telephone
FALSE
* Which is the odd one out?
NOOPHYEXL
* Which word ends the first & begins the second?
AT
* What is the missing letter?
'Y'


DUNGEON 5
START
R F O
DUNGEON 6
R
DUNGEON PASSAGE
R
DUNGEON PASSAGE
DUNGEON PASSAGE
*
DUNGEON PASSAGE
*
DUNGEON PASSAGE
*
DUNGEON PASSAGE
*
DUNGEON PASSAGE
*
DUNGEON PASSAGE
*
SENTRY
S
SENTRY
A
F R G

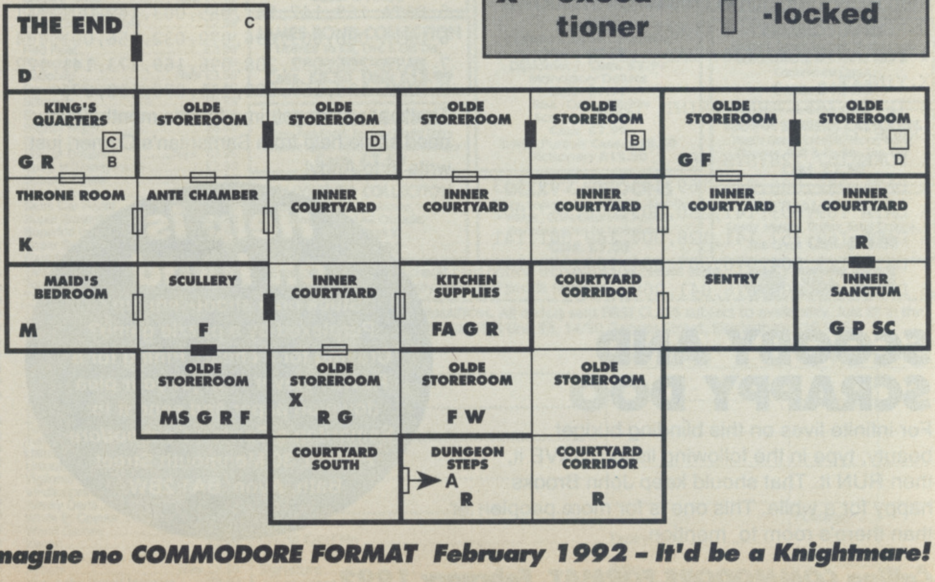
IF AT FIRST YOU DON'T SUCCEED...

Action Replay owners can enter: POKE 2528,173 for infinite energy, but if you don't own a cartridge try the following listing (for the original ACTIVISION version only).

```
0 REM KNIGHTMARE TAPE CHEAT
1 FOR X=528 TO 556:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>2610 THEN PRINT “DATA ERROR”:END
3 POKE 157,128:SYS 528
4 DATA 169,029,141,040,003,169,002,141
5 DATA 041,003,032,086,245,169,140,141
6 DATA 027,001,169,101,141,029,001,169
7 DATA 153,141,030,001,096
```

KEYS

R -rock
F -food
G -gold
W -water
S -sword
P -potion
O -old man
D -dragon
K -king
M -maid
X -executioner
SC -scroll
MS-magic spade
Q -pitch?
FA -fat
-trapdoor
(letter shows destination)
☐ -door
■ -closed
▨ -locked


THE END
D
C
KING'S QUARTERS
C
G R
B
OLDE STOREROOM
OLDE STOREROOM
D
OLDE STOREROOM
OLDE STOREROOM
B
OLDE STOREROOM
G F
OLDE STOREROOM
D
THRONE ROOM
K
ANTE CHAMBER
INNER COURTYARD
INNER COURTYARD
INNER COURTYARD
INNER COURTYARD
INNER COURTYARD
R
MAID'S BEDROOM
M
SCULLERY
F
INNER COURTYARD
KITCHEN SUPPLIES
FA G R
COURTYARD CORRIDOR
SENTRY
INNER SANCTUM
G P SC
OLDE STOREROOM
MS G R F
OLDE STOREROOM
X
R G
OLDE STOREROOM
F W
OLDE STOREROOM
COURTYARD SOUTH
DUNGEON STEPS
A
R
COURTYARD CORRIDOR
R

SAMARITAN'S CORNER

We always welcome your tips, hints and maps but what about when you're completely stuck? That's when good games Samaritan* Andy Roberts *rushes to your aid. No-one, but no-one knows more C64 cheats...

TARGET RENEGADE

Here's a listing especially for Richard Beckett, Robert Hickley, Gary Thompson, and Andrew O'Neill. Not only does it give infinite lives, it also stops the timer ticking down.

```
0 REM TARGET RENEGADE CHEAT
1 FOR X=384 TO 422:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4159 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 384
4 DATA 032,086,245,169,032,141,084,003
5 DATA 169,147,141,085,003,169,001,141
6 DATA 086,003,096,072,032,156,001,104
7 DATA 206,032,208,096,169,173,141,121
8 DATA 141,169,000,141,133,135,096
```

SLY SPY

Umpteen squillion people have written in for help on this rather modest arcade conversion, including Phillip Jamieson, Richard Compton, Stephen Frame, Michael Higgins, Kevin Davies, and Oliver Stadon. The following listing should be just the ticket – type it in, then RUN it for infinite credits.

```
0 REM SLY SPY TAPE CHEAT
1 FOR X=384 TO 420:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3651 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 384
4 DATA 032,086,245,169,144,141,249,003
5 DATA 169,001,141,250,003,076,167,002
6 DATA 169,157,141,128,004,169,001,141
7 DATA 129,004,076,007,004,169,025,141
8 DATA 175,008,076,041,008
```

SCOOBY AND SCRAPPY DOO

For infinite lives on this blinding budget beauty, type in the following listing, SAVE it, then RUN it. That should keep John Brooks happy for a while. This one is for more people than there's room to mention.

```
0 REM SCOOBY & SCRAPPY CHEAT
1 FOR X=400 TO 460:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>6529 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 400
10 DATA 032,086,245,169,158,141,196,003
11 DATA 169,001,141,197,003,096,169,171
12 DATA 141,114,008,169,001,141,115,008
13 DATA 076,016,008,169,184,141,134,192
14 DATA 169,001,141,135,192,076,000,192
15 DATA 169,197,141,114,008,169,001,141
16 DATA 115,008,076,016,008,169,173,141
17 DATA 205,052,076,009,041
```

DRAGON NINJA

If you're one of the many people who are stuck on this well 'ard re-release, try the following listing for a whole heap of lives and a bucket full of time to boot.

```
0 REM DRAGON NINJA CHEAT
1 FOR X=384 TO 422:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4085 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 384
4 DATA 032,086,245,169,032,141,084,003
5 DATA 169,147,141,085,003,169,001,141
6 DATA 086,003,096,072,032,156,001,104
7 DATA 206,032,208,096,169,173,141,122
8 DATA 128,169,000,141,076,130,096
```

That's all we've got time for this month. If you need some help from Samaritan's Corner, just write in to Andy!

Help is on hand

Stuck on a shoot–'em-up? Perplexed by a puzzle game? Craving for a cheat? Pining for a POKE? Never fear, jot your plea down on paper and send it to:

Samaritan's Corner, *Commodore Format*, 30 Monmouth Street,
Bath, Avon, BA1 2BW.

NEMESIS

On the title screen, press the SHIFT/LOCK key. Then press the spacebar repeatedly until a strange block appears in the corner of the screen. Press SHIFT/LOCK again. Then start the game as usual for infinite lives.

INDY'S CRUSADE

Liam Kimm wrote in to say he was having problems with this game, so here is a petite cheat. Hold down the keys F, I, S, and H on the title screen - the keys 1-4 can now be used to skip levels.

HAWKEYE

Attention Paul Chapman! Try typing VALSSPELER on the title screen - the Thalamus logos should begin to flash, and infinite lives are yours. This cheat won't let you go beyond level 9, though, which is a bit of a shame. Oh, and in case you were wondering, valsspeler is the Dutch word for cheat.

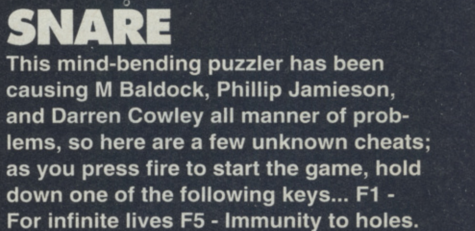
SNARE

This mind-bending puzzler has been causing M Baldock, Phillip Jamieson, and Darren Cowley all manner of problems, so here are a few unknown cheats; as you press fire to start the game, hold down one of the following keys... F1 - For infinite lives F5 - Immunity to holes.

FANTASY WORLD DIZZY

This seemingly innocent budget game is causing untold strife for dozens of you. In particular the Dizzy Hawk is a huge problem. Or at least was...

Well, feast your eyes on our little piccy; the Hawk cannot harm you when he is above a cloud, so wait at point 'A' until the Hawk reaches point 'B', then jump for your life! Employ the same tactic when coming back, but it does take a little practise. You don't object to a little practise, do you?



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RESET ALL	– RESET of any program.
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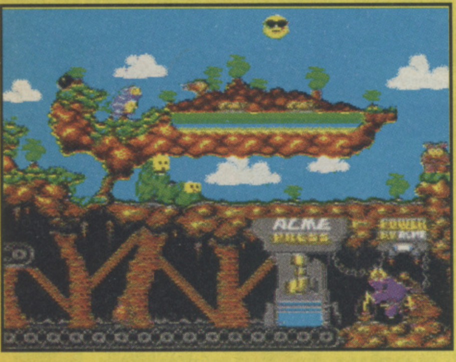
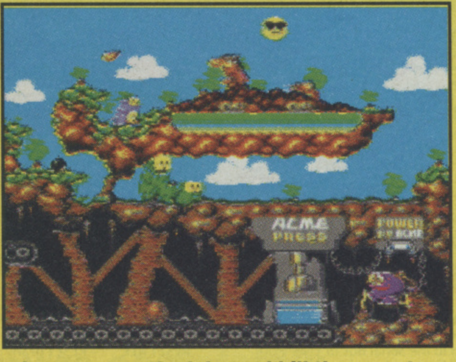
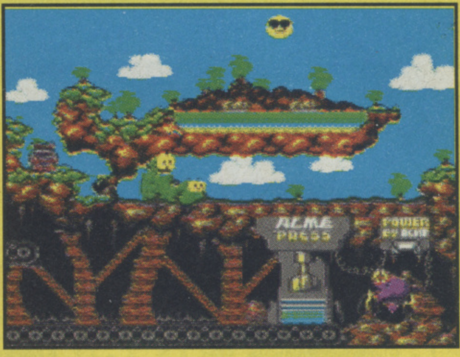
The CF guide to Fuzzy super



Study the torture screen well and you'll see a press, a bomb and a cycling demon. So...



...jump across the lake and kill the monster taking the potion of extra weapon power...



...light the bomb and push it down behind the monster where it blows a hole...

CREATURES

Everyone's favourite Fuzzy superhero is back! Clyde Radcliffe may have got married and raised a family, but he still a dangerous dude. When his family get Fuzznapped, Clyde is off to rescue his kids and crush a few demon skulls in this all-new wild and wacky sequel...

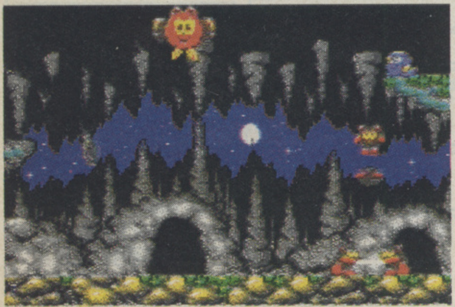
Creepiness is back in fashion. Once upon a time it was gross and ghoulish to collect dead beetles and watch gory movies, but now with the return of the Addams Family , it's cool to be creepy. And there's nothing gorier or grislier on the C64 this year than *Creatures II – Clyde Radcliffe in Torture Trouble*.

Almost every C64 owner will remember the original *Creatures*, where Fuzzy superhero Clyde Radcliffe rescued his entire tribe from certain (well, certainly gory) death at the hands of evil Demons. Since then, Clyde has married a young Fuzzette and together they've raised a whole army of cute and cuddly Fuzzies. Unfortunately, happily ever after does not a sequel make, so, when the Radcliffe charabanc makes its yearly trip to the seaside, dark things are afoot...

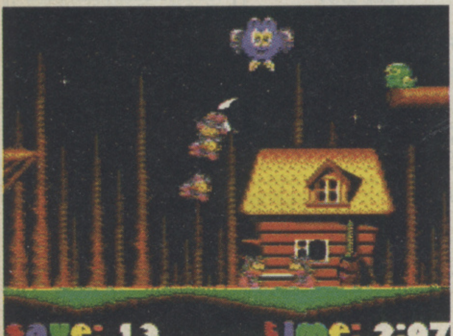
Rather than take the easy sequel way out – and do exactly the same game with slightly different graphics – Apex have created an entirely new game. This is brilliant news for *Creatures* fans as there's a whole new world of death and destruction stretching ahead for weeks and weeks.

Clyde fans will remember the Demons from the first *Creatures.* Having been ousted from their original island by our fuzzy superhero, the Demons have settled elsewhere on a new group of islands. And this is exactly the kind of furry heaven that a Fuzzy father likes to take his growing band. One hot and sunny day, while Clyde is distracted, the demons fuzznap his kids and take them off to the other islands, where torture and death await – unless Clyde can get there first.

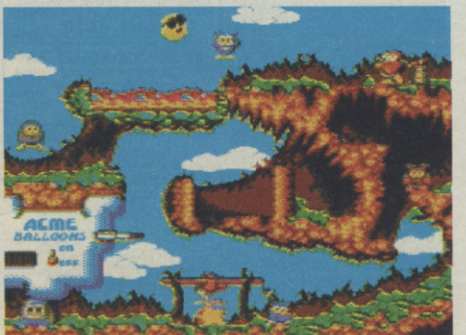
For anyone who has'nt seen the original *Creatures*, or read the Clyde Guide in the last few issues of *CF*, let's talk torture. In each torture screen, one of Clyde's offspring is tied, dangled or caged in a precarious pose and if Clyde doesn't hurry, there'll be one less Christmas stocking in the Radcliffe household next year... Now Clyde can't just stroll up to the Head Demon dude and say 'Ere, that's my Fuzzy you're toasting'. So he has to



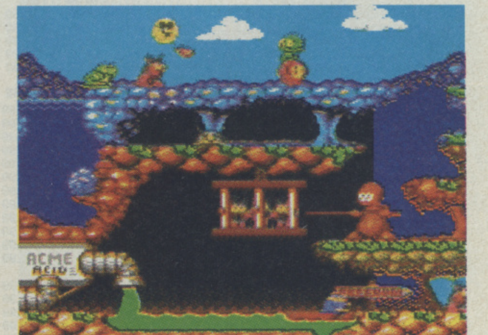
Sproing! An interlude from torture where you have to bounce the Fuzzies to safety.



When you get really good at this trampoline lark, you can try to move up to five at once.



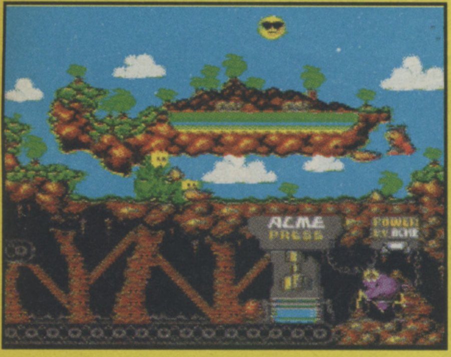
The Ultimate torture screen – so hard that loads of Fuzzies are sure to be toasted here.



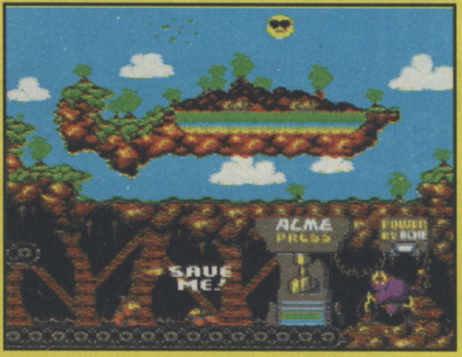
One prod and it's all over. Can Clyde kill the demon without fizzling a fuzzy?

COMMODORE FORMAT February 1992 shows you the ropes, and the chains and the...

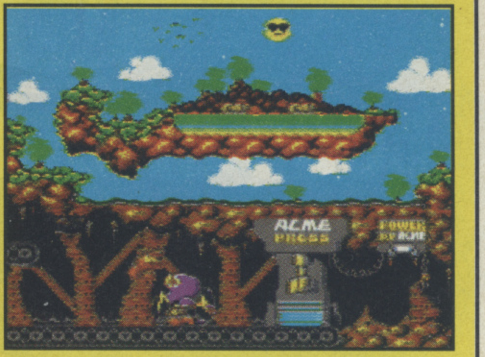
herodom in six easy steps



...kill the fire-breathing monster and drop through the hole you made with the bomb...



...now shoot at the lever, just behind the Demon, disconnecting it from the press...



...jump over the cycling demon as he whizzes away and it's CR 1, Demons, nil.

ES II

devise a round-about method, either of rescuing the poor Fuzzy or stopping the process that leads to his imminent demise. And heck, it's really hard.

Much of the fun in *Creatures II* is in figuring out the ways in which all the machinery, props and demons interact with each other. Nothing is completely useless and some things are used in the most unusual of ways. Even if it takes ages to work out how to do a level, it never becomes boring because of the gorgeously gruesome graphics and wild humour.

But it's not all fun and torture in Fuzzyland. Between each of the nine torture screens, there's an interlude screen where Clyde can earn extra lives while rescuing Fuzzies. At the top right of the screen, a minor demon is throwing your friends off of a ledge into the abyss below – your job is to catch them on the boingy bed and bounce them to freedom on the opposite ledge.

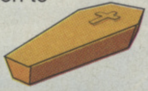
Bonus lives can be earned by the Fuzzies collecting bonus tokens as they bounce through the air. But beware, these are not mere bonus screens, as letting a fuzzy fall, uncushioned to the ground, results in blood, guts and gore (as if there's any mishap in the game that doesn't) – and the loss of one of Clyde's own lives.

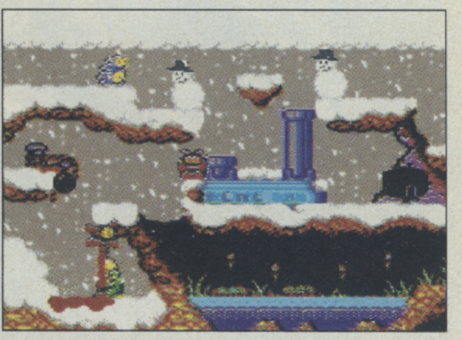
To get from one island to the next, Clyde has to swim through shark-infested waters, carrying the Fuzzies over his head. This is not as straightforward as it seems as Clyde can only carry one fuzzy at a time and as the Fuzzies don't have breathing apparatus like Clyde, they can't go underwater. This means that transfering all the Fuzzies you've rescued so far, involves more than a bit of puzzling as well as piranha-pounding.

If there's a down side to *Creatures II*, it's that it can be frustratingly hard. Apex have injected masses of humour into the game, which added to the excellent console-style graphics and animation, makes a game you'll just want to play and play. If you're a fan of the original *Creatures*, all you need to know is that this is an indispensable feast of frantic fun without which your life will not be, complete. If you're an arcade junkie who's looking for action with greater depth than the usual shoot-'em-ups – or if you're a puzzle partisan that craves a bit more action, *Creatures II* is one buy you'll keep coming back to for a long time. But, if you're just a sick-minded individual that likes to see blood, guts, gore and little furry animals on spits, *Creatures II* is an essential addition to your collection.

It's a Corker!

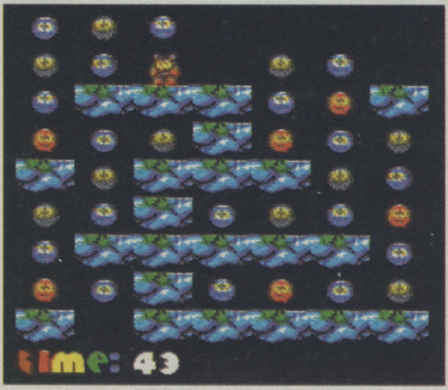
PAUL LYONS





The fuzzy chainsaw massacre. And if you think this is bloody, just wait till you seen it in all its fully-animated gory glory.

Game	Creatures II
Publisher	Thalamus Europe
Cassette	£10.99
Disk	£15.99
Release	to be announced
Contact	0734 817261



Look in the right place and you'll find a bonus screen (or five) for extra lives.

POWER RATING

THE DOWNERS...

- ■ Hard for junior joystick jugglers.

100

90%

- **■ A cute platform puzzler with a cutting edge (well several, actually).**
- **■ Gorgeously gruesome graphics (and we do mean graphic).**
- **■ Terrifically tortous puzzles in every sense of the word.**
- **■ Brilliantly bloody Fuzzy death sequences.**
- **■ Wicked sense of humour means that there's never a dull moment.**
- **■ Sixteen soundtracks set the scene for slaughter.**
- **■ Destined to be one of the great games of 1992 with cartoon carnage that makes *Creatures II* a cute classic.**

...AND THE UPPERS

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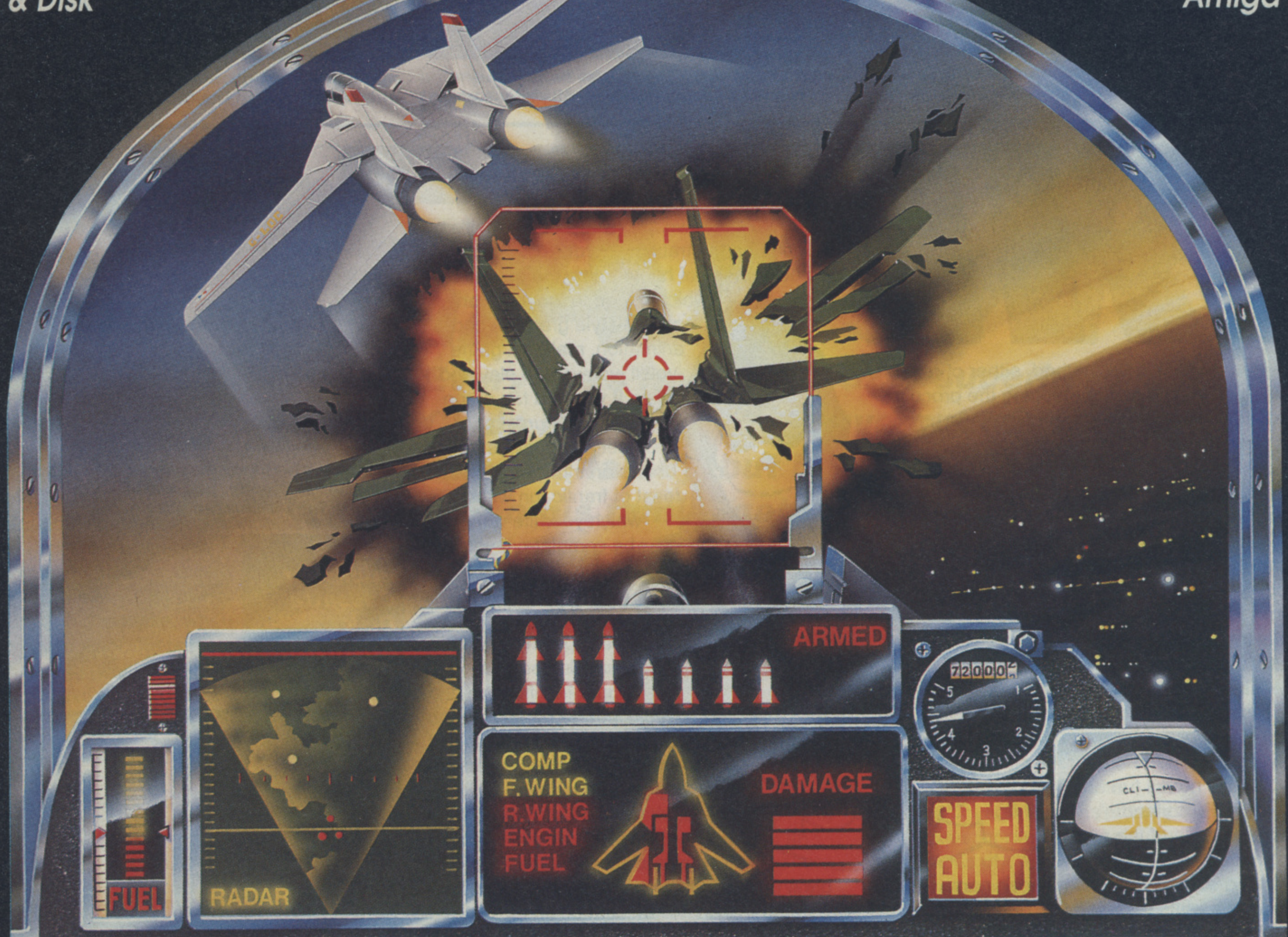
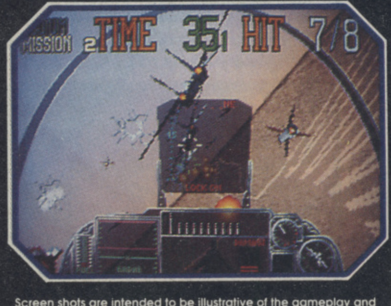


Screen shots from Coin-Op version.



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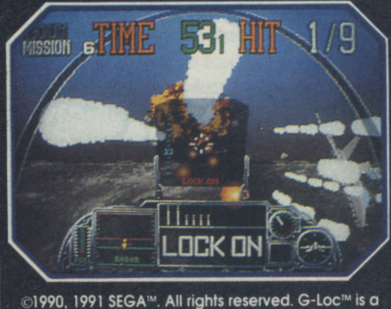

Screen shots are intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

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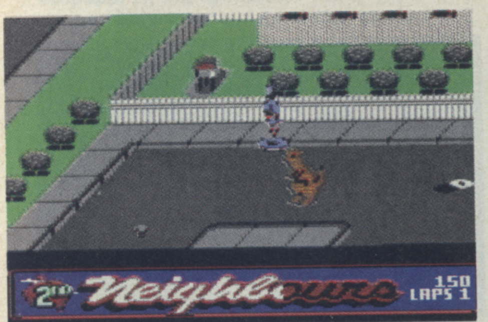
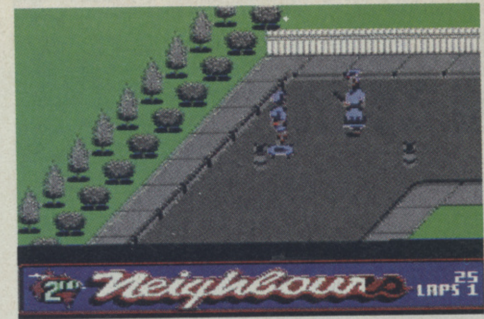
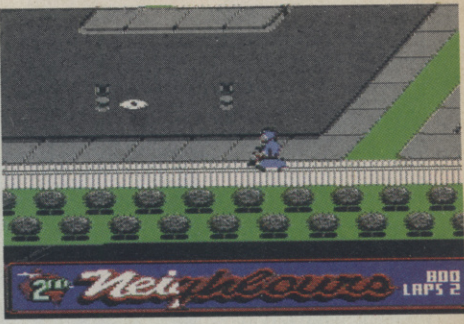


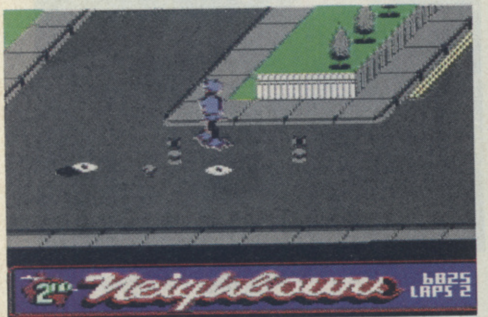
If you're going to have a game set in Australia, you have to include kangaroos. Unfortunately, in *Neighbours*, the blighters are everywhere.



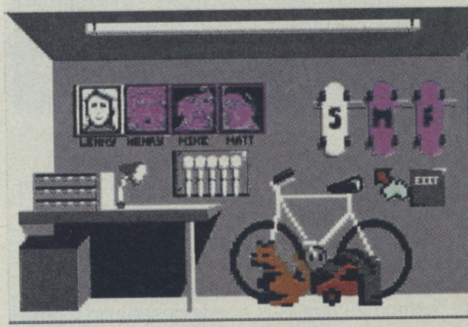
Watch out for Mrs Mangle and other busybodies. Strangely, they're not so keen on skateboard races down Ramsay Street.



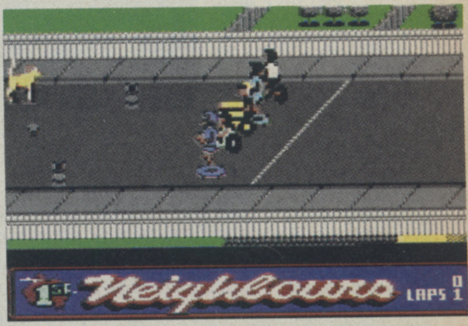
In order to win, Jason must skate between the lanterns. Harold, being a bit of a joker, has set some of them up in very tricky places.



To win you've really got to get round without meeting more than three obstacles. The manholes are always a bit of a nightmare.



Choose to race against one or three blokes and decide how many roos and other horrors to bung in. You also pick the skate–speed.



The logo at the bottom shows how much energy you have. Pick up litter and keep away from obstacles to avoid disqualification.

NEIGHBOURS

N*eighbours*? What a silly idea for a game, eh? I mean, in the telly programme there are no monsters (unless you include Mrs Mangle), no supercharged laser guns, precious little opportunity for raucous beat-'em-up action and no heavy weapons. Where's the game? What on earth is the blimmin' point?

Publisher Impulze have obviously realised that there's not much 64 action to be eked out of Ramsay Street unless they stage a special event around the suburban tarmac. And guess what they've come up with – a race...Well come on, it was either that or a game of swimming pool one touch cricket.

You control Jason (the one who went on to star in countless spooky *Friday the 13th* films) who rides a skateboard, and it's your job to race against some of the local lads around various places in Erinsborough. There's Henry (who for once has had the decency to wear a shirt), Matt (who always has a bad time with his girlfriend) and Mike (who always has a bad time with everybody).

It's simple joystick stuff in much the same fashion as *Back to the Future II*. Each of the opposing characters drives a cute little machine (go-kart, scooter or bicycle) and it's up to you to skate around the close, avoiding potholes, incidental people (like Mrs Mangle with her brolly) and a bunch of animals who happen to be running loose (inevitably, they're kangaroos).

To win you must negotiate your way around a series of lanterns which have been laid out by community–type–person Harold Bishop. If you go through them, the lights go out. If you fail you can't finish the race, and it's you who goes out. This would be a shame because, if you win a race, you get to have another go in another part of the district, like the school, or Ansell's Corner.

There are four courses in all, and each one is tougher than the last.You can tweak each course to your own taste by adding or taking away obstacles and opponents, or by adjusting your board's speed.

If you bump into something or someone, you fall over. This not only costs time, but also energy. You get energy back by picking up bits of litter that are, um, well, littered around the place.

And that's about the sum of it. So is this a good game? Well, it's okay in a naff sort of way. Like in *Viz,* they've merely taken some of the characters and bunged them into a spurious race. But unlike *Viz* there's very little evidence of actual character here. Scott doesn't for instance have any speech-bubbles that say "strewth" or whatever it is they say. Maybe this is no bad thing, but if you're going to have a licence, you might just as well use it.

Technically it's smooth enough, and there's a nice jingle to go with the game. As a skateboard race game it's all good fun, and pretty darned addictive, but you'd find it hard to really justify the asking price. The best thing to do with this is buy it as a birthday pressie for a *Neighbours* fan in the family, and then hide away and play it yourself...

COLIN CAMPBELL

Game	**Neighbours**
Publisher	**Impulze**
Cassette	**£10.99**
Disk	**£15.99**
Release	**Out now**
Contact	**091 385 7755**

POWER RATING

THE DOWNERS...

- Not really a *Neighbours* game.
- Could have been more fun with a few more ideas..
- Gameplay is limited.
- That awful Neighbours jingle has finally spawned a C64 incarnation.

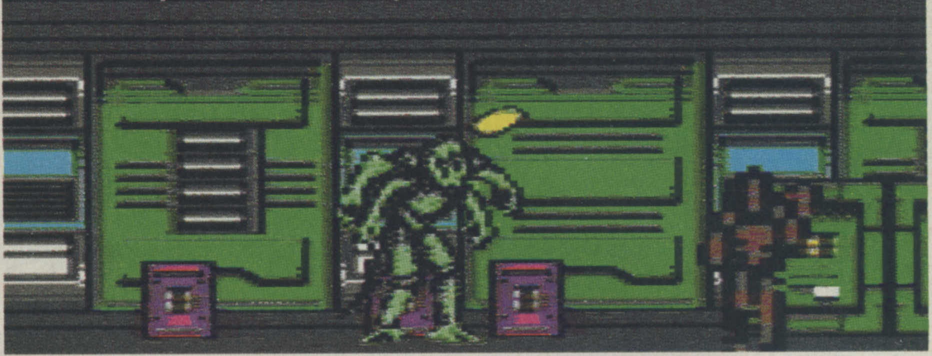
100

72%

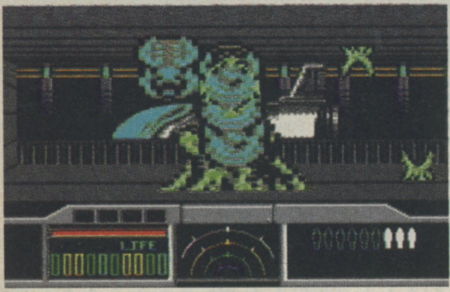
- **The racing is addictive and challenging for all ages.**
- **Plenty of annoying obstacles make this a real toughie on the later levels.**
- **Toughness variables mean youngsters can play along with hardened gamers.**
- **Collision detection is surprisingy excellent.**
- **Well thought out courses (although they don't differ from each other enough).**
- **Decent colours all round.**

...AND THE UPPERS

0



Absolutely no chance of describing this alien as mostly 'armless, unfortunately.



Begone, shapeless goo-spitting thing. Get outta my life! (Some hope.)

Check those gnashers. Not the faintest hint of plaque. And are those eyes, ears or what?

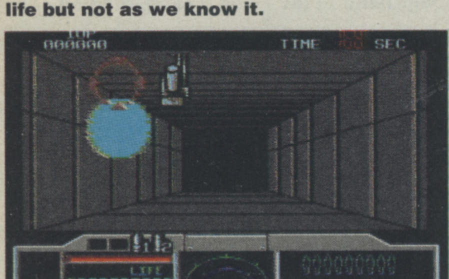
SPACE GUN

Yikes! It can get nasty when you're all alone with a bunch of man-eating, super intelligent aliens. Unless, of course, you carry the kit that comes courtesy of this claustrophobic chiller from Ocean. Our reviewer sparks up a flamethrower and steps into the unkown...

As everyone knows, outer space is a place where very nasty things can happen. For instance, if you were to go for a wander outside a spaceship (without a suit) your eyeballs would blow up and fly out of their sockets, and then your head would explode in a multicoloured splash of goo. It might make for great entertainment, but healthy living it ain't.

And that's not all. Another law of space is that if you go explore a spacestation from which there's been no correspondence lately, it will, and I mean definitely will, be crawling with aliens. Sigourney Weaver tried it, and ended up mixing it with a bunch of human-munching giant bugs (none of which had the slightest idea about table manners). And so it is with Ocean's *Space Gun*.

There's no sign of life. That means there *is* life but not as we know it.



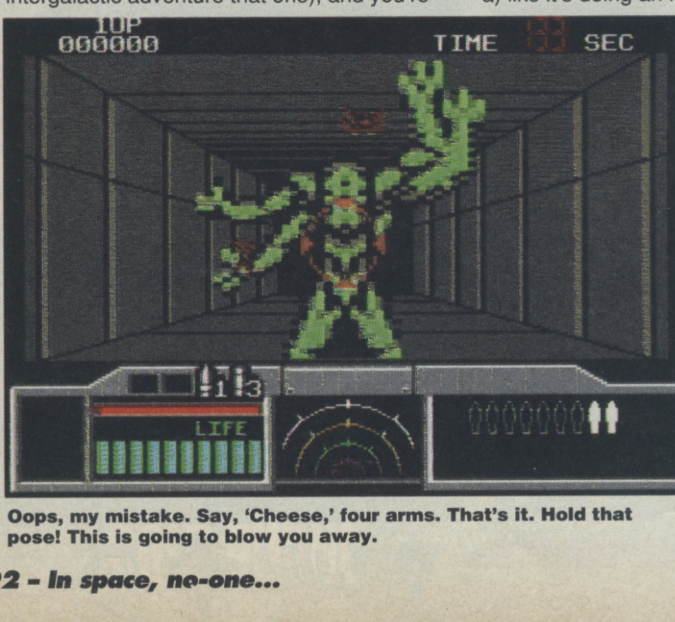
As we suspected, it's deserted. They're probably all out shopping or something.

Our hero has been dim enough to jump onto a distressed space ship and, of course, there are bugs, pods and all sorts of scaley gits crawling around. And these aliens don't just turn their faces inside out to devour people, they're also kitted out with automatic laser guns and other implausible trinkets.

The year is 2039 (always a favourite for intergalactic adventure that one), and you're the idiot standing on this space ship. But it's not all being played for laughs. There's a whole load of scientific boffin people who are being held hostage by the bugs (presumably the bugs' master-plan is to lure the main course on-board in time for tea).

Travel through the corridors and rooms, and blow the hell out of everything that looks a) like it's doing an impression of Slimer or b) like it's auditioning for *Predator III*. Try not to kill the humans but – hey – they won't complain if you do.

If you've played the coin-op of this splendid galactic death-fest then you'll know what it's all about. And it's not about very much. This is shoot-'em-up at its most basic (and most fun). Imagine taking *Operation Wolf*, and mixing it with *Aliens* the movie, and you've pretty much got the recipe dished up here.



Oops, my mistake. Say, 'Cheese,' four arms. That's it. Hold that pose! This is going to blow you away.

Shall we treat ourselves to a quick guide to bug-busting weapons? I think we should. Basic firepower is of the bog-standard laser pump action variety which fires lemon-shaped death charges. But you can also pick up special weapons: there's a flame-thrower (my fave), a freeze-gun (a crap thing that stuns aliens) and a number of bombs that blow away aliens quickly and without mess.

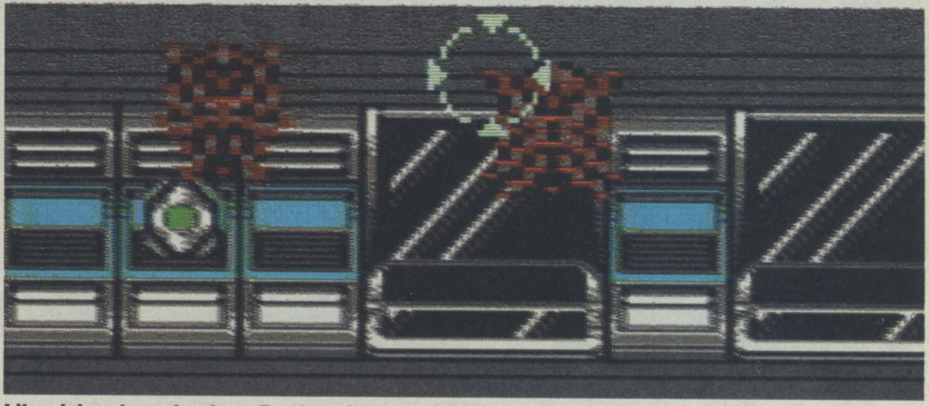
As you make your way forwards, you come across flashing cartridges every so often. Shoot these and special weapons appear, in addition to extra armour, more energy or more ammo.

And of course, at the end of each level our old chum the end of level guardian makes an appearance. He's not all that difficult to dispose of, just so long as you have enough energy to take a few hits.

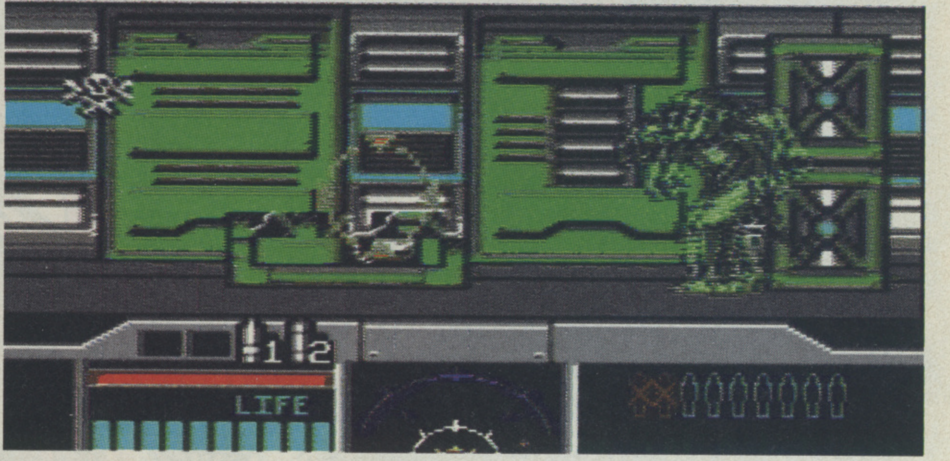
Now, I know for a fact that some people are going to hate this game. Let's be honest here, you don't have to have a degree in Humanities to get your head round the concept of blowing seven shades of slime out of space nasties. It's essentially point, click and kill all the way through. A fantasy of violence lacking in any sophistication whatsoever.

But I loved every single gory minute of it. There's nowt wrong with simplicity, just so long as it's fun. And when you get a look at some of these aliens, you'll be hooked. Don't stop until you've destroyed every last one of 'em.

COLIN CAMPBELL



Like rising damp back on Earth, evidence of the alien infestation isn't hard to find. But a flame-thrower makes a prefectly good wallpaper stripper.



***Space Gun*'s graphics deliver the goods, from the space station backgrounds to the display panel and, of course, those enormous sprites. The animation ain't bad either.**

Your guide to really ugly no-kiddin' space bugs

1. **Alien**: The original, and still possibly the ugliest of them all. This one comes out of eggs, lives inside people, and eats his way out. Do not invite this character around for tea.

2. **The Sontaran**: This guy is a big enemy of Doctor Who's, and a great connoisseur of fresh human. When he's not being ugly he's usually to be found plotting the destruction of some planet. Don't invite him to parties unless you want to upset the girls.

3. **Fuzzy**. He dropped in from the moon in the 1950s to terrorize quaint old ladies. This fiend stops at nothing to disrupt garden parties. His favourite dish is Dundee Cake. (*Are you sure about this? –Ed.*)

4. **The Phantom**. Exquisitely vile in every way, this beast has a soft spot for Earth women. Apparently, they taste best with Thousand Island Dressing. Not dangerous at all, just frightening (eek).

5. **Danni Minogue**. By far the most dangerous creature you will meet in space. This one is usually to be found infiltrating children's television programs on Saturday. Unfortunately, it is totally indestructable. Beware of its shriek.

Game	Space Gun
Publisher	Ocean
Cassette	£10.99
Disk	£15.99
Release	Mid-February
Contact	061 832 6633

POWER RATING

THE DOWNERS...

- Very basic gameplay.
- Intellectually vacant in every way.
- A lot like *Op Wolf* and its clones.

100

86%

0

- Lots of hilariously ugly aliens to destroy.
- Classic Aliens-like plot.
- Bugs galore.
- Plenty of dark, spooky places to explore.
- An impressive conversion from the coin-op.
- Loud and imposing music and sound effects.
- You're allowed to kill the pathetic humans, and it won't end your game.
- Plenty of bonuses make for nice long games.
- A good selection of stupidly violent weapons.

...AND THE UPPERS

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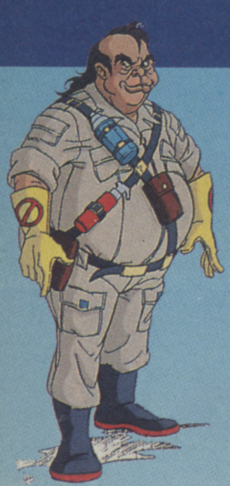

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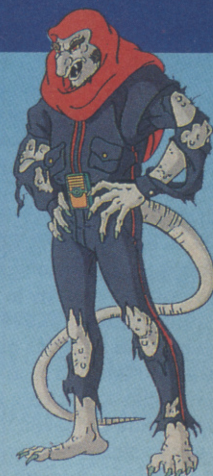

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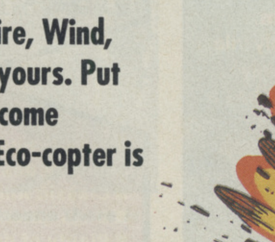
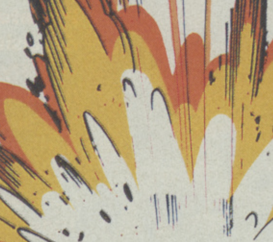
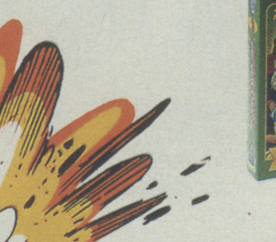
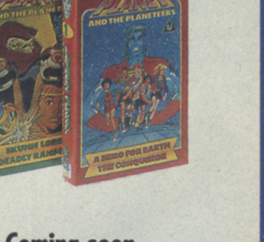


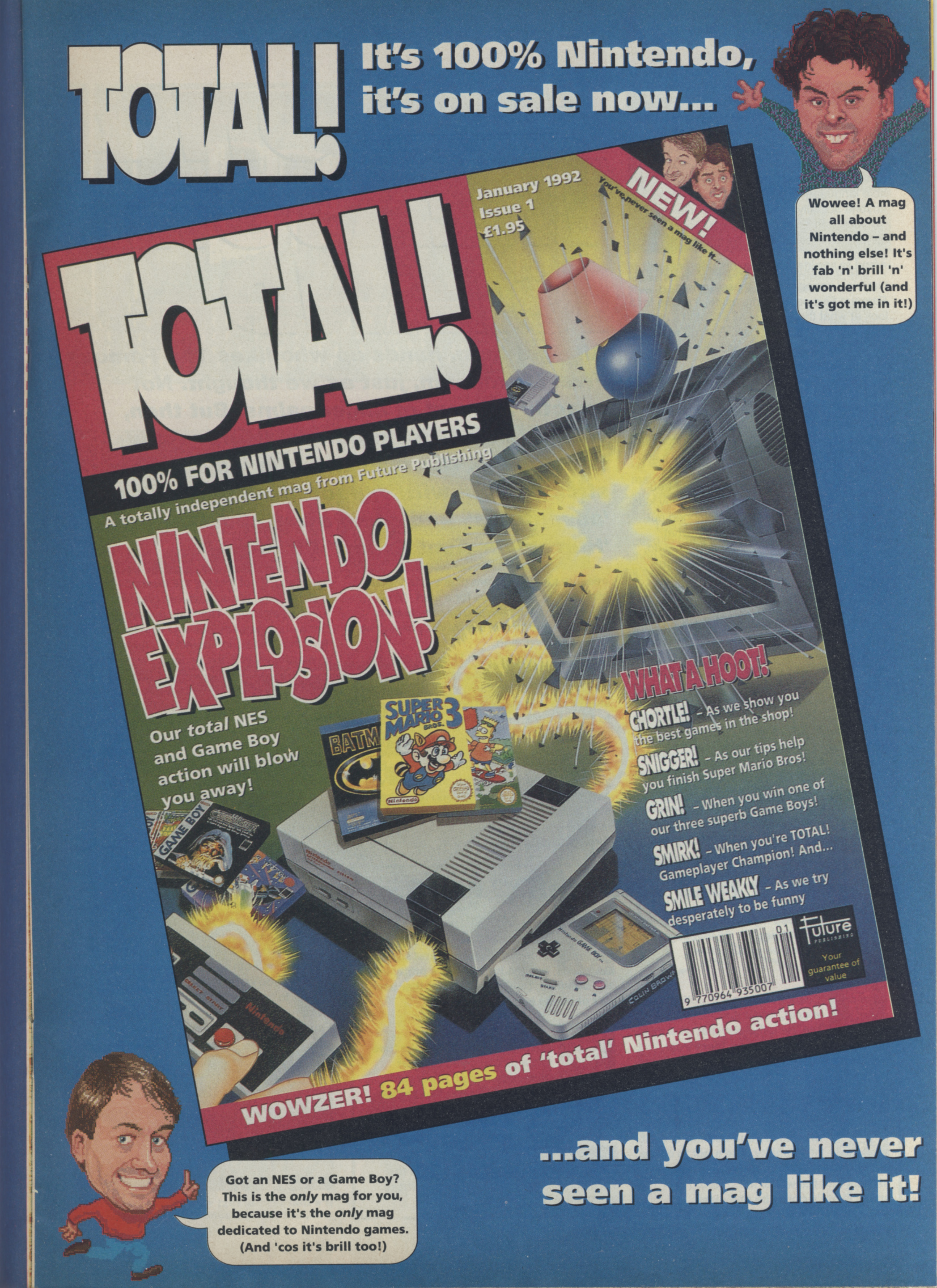






MINDSCAPE

For your local dealer, contact: Mindscape International Ltd, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel: 0444 831 761



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January 1992
Issue 1
£1.95

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FIVE ON A TREASURE ISLAND

All right then, hands up who likes The Famous Five. MMmmmm, just as we thought. Not exactly a forest of eager palms. But then, who'd admit to loving these disgracefully twee books. Our man with the jolly hockey stick went in with expectations of nauseating 'adventures', and came away shouting, 'Hurrah' for Aunt Fanny!' Oh dear...

There are those cruel and heartless people who would say that Enid Blyton's *Famous Five* is a tad out of date. In fact they're not completely wrong because the stories were written in the late seventeenth century or something, and contain a weird indecipherable language all their own. I mean, does anyone actually know what the phrases "whizzo" and "jolly super" actually mean? And as for "lashings of ginger beer", well, it's just a joke, isn't it?

Anyway, putting the translations, and the historical importance of these ancient *Famous Five* parchments aside, it's time for a look at what the game is all about. It's about some children (Julian, Dick, George and Anne), who go on holiday with their dog Timmy. Hmm.

They go and stay with their Aunt Fanny (ho ho) in the completely ficticious and rather unconvincing seaside village of Kirrin, where, by all accounts, there have been some weird, fictitious and rather unconvincing goings on involving treasure and dark dealings in the middle of the night. Instead of keeping out of trouble, as any sensible modern-day kids would do, these old-fashioned nutters wander off to find out what exactly is going on. And as they do, you're plunged into an adventure game of the sort you didn't think you'd ever see again.

You start off controlling Julian, the boss-man, big cheese and head honcho of the Famous Five. He's the oldest, bravest and cleverest (which doesn't say a lot for the rest of them, to be honest). You can change the character you control to any of the others (except the dog), but luckily you don't need to move them all separately. Unless you deliberately split up the team, they all go round together.

I'm not giving away vital parts of the thrilling plot if I let on that your first task is to find a treasure map (well, Kirrin is a treasure island, remember). This map will give you further instructions. It sounds straightforward enough but there are others interested in that treasure too. So beware of any grizzled old blind one-legged sailors for a start. (Well actually you don't have to beware of them because, let's face it, they're not going to be all that much threat).

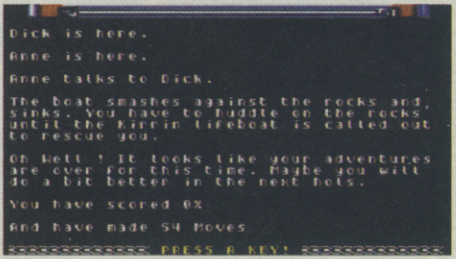
Right. That's the plot. How is the game played? Well it's the old type-your-instructions-in style. For example 'tell Dick to get the rope', 'light candle then open chest' or 'pull hand grenade pin and put grenade in mouth'. Simple enough, but you need to get used to the commands you can and cannot use pretty soon, else you start pulling your hair out in frustration, everytime the computer says, 'You can't do that.' Stress inducing response, that.

Beware of grizzled old one-legged sailors for a start

Many, if not most of the locations you can visit on Kirrin Island have got graphical screens attached. These have obviously been put together by people who know and love the Enid Blyton books, because they fit in excellently with the generally twee atmosphere of the game. Sweet little cottages appear, as do quaint railway stations, agreeable little sheltered bays and the odd nuclear reactor. All very nice (except for the nuclear reactor, which I made up to lend some realism to the proceedings).

Under the pictures there are descriptions of the locations. You'll need to read these carefully as they, rather than the screens, are what give you the clues and show you the objects you can get and use. If you're into adventure games, you'll be familiar with all the take item business you'll have to use. Inventories tell you what you're carrying, and you can try and use or examine any of the objects you've found.

The game is littered with conundrums, which range from simple, like using the matches you've collected to light up darkened rooms, to tough stuff, like sorting out how to nick the treasure and hide it at your Aunt Fanny's house without her knowing.



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Dick is here.

Anne is here.

Anne talks to Dick.

The boat smashes against the rocks and,
sinks. You have to huddle on the rocks
until the Kirrin lifeboat is called out
to rescue you.

Oh Well ! It looks like your adventures
are over for this time. Maybe you will
do a bit better in the next hols.

You have scored 0%

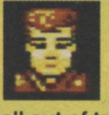
And have made 54 Moves

PRESS A KEY!
```

It's that type-in text style. It seems to work well, but it takes some getting used to.

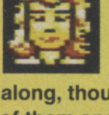
Take four meddling kids

Just who are these mysterious, holiday-taking child prodigies? A *CF* investigation uncovered their true personalities.



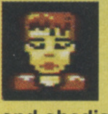
JULIAN

Leader of the pack, Julian's the oldest, fittest and most sensible. He's the one that gets them all out of trouble and keeps them from dashing off into the dark dangerous places. He's also a right spoilsport.



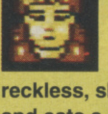
ANNE

She's the youngest. She's not at all brave and actually is a bit of a liability. She's got to come along, though, else there wouldn't be five of them and the whole thing would fall apart. There's got to be one sissy...



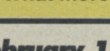
DICK

He's always hungry, so take along loads of pop and sandwiches for him. He's pretty loyal and obedient, though, and is another useful pair of hands in sticky situations.



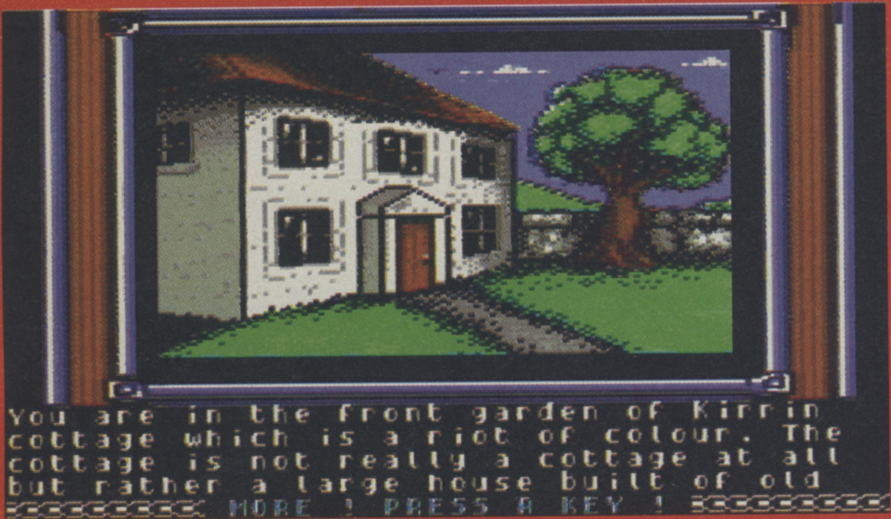
GEORGE

He or, to be accurate, she (cos it's a girl) has had her fear glands removed. Brave and reckless, she frequently uses Nunchukas and eats a hell of a lot of pizza (*you might be getting confused – Ed*).



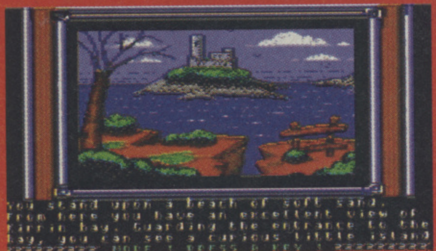
TIMMY

He's a small dog. Useful for barking occasionally and chasing sticks. What more can we say?



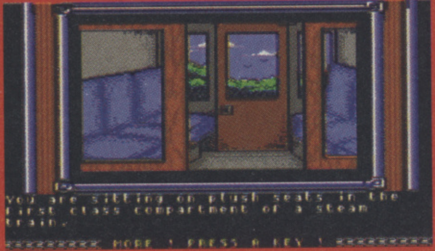
You are in the front garden of Kirrin cottage which is a riot of colour. The cottage is not really a cottage at all but rather a large house built of old
MORE ! PRESS A KEY !

Aah, isn't that sweet? A quaint little cottage where the intrepid adventurers will be staying with good old Aunt Fanny and Uncle Quentin. Pass the sick-bag please.



You stand upon a beach of soft sand. From here you have an excellent view of Kirrin bay. Guarding the entrance to the bay, you can see a curious little island
MORE ! PRESS A KEY !

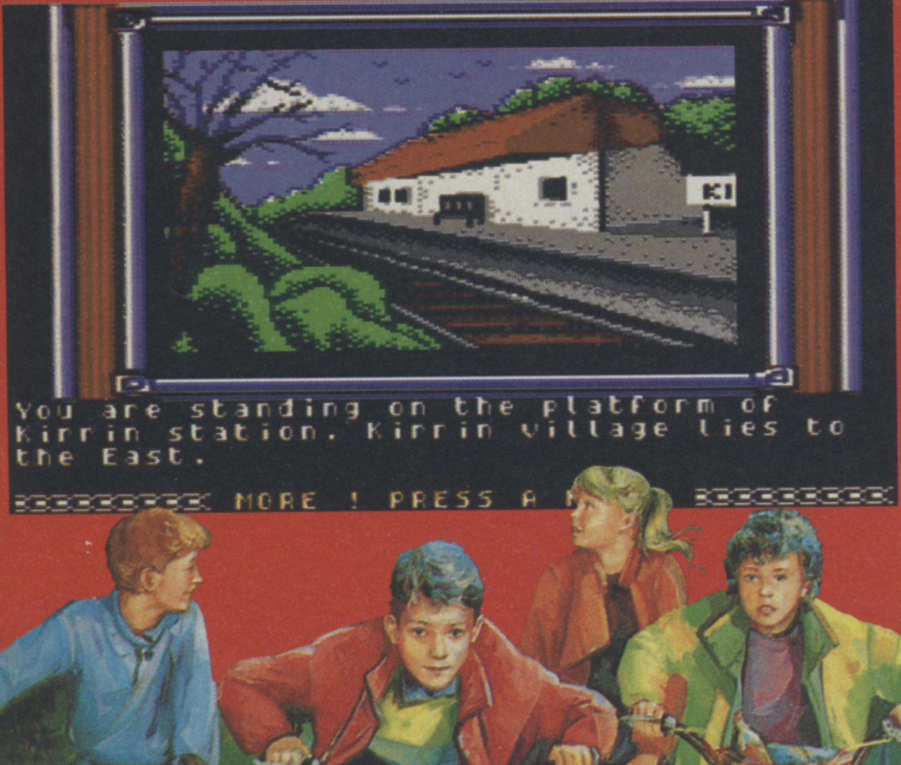
That looks suspiciously like an island, which means there must be treasure, pirates and mysterious caves.



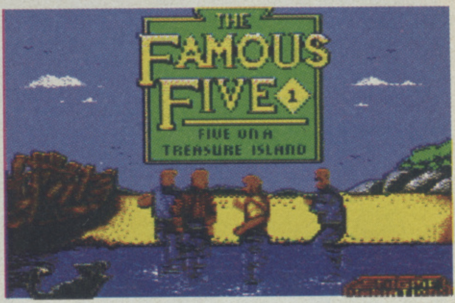
You are sitting on plush seats in the first class compartment of a steam train.
MORE ! PRESS A KEY !

The adventure starts in the train where all the chums are tucking into their jolly cucumber sandwiches and fizzy-pop.

At the start of the game it's best to follow your guides, and not go exploring too much. It soon becomes clear exactly what's expected of the fivesome. Try not to get lost, dears.



You are standing on the platform of Kirrin station. Kirrin village lies to the East.
MORE ! PRESS A



In the land of lashings and lashings of home-made food and Dandelion & Burdock, the Five decide to get digital. Gosh!

It's a big game, is *Five On A Treasure Island*. You can wander around all the locations, mapping to your heart's content, and because you're actually playing an adventure on Earth, everthing makes more sense. It's quite refreshing to see humans, and shops where you can buy pop and peppermints rather than caves filled with creatures whose names are made up of Xs and Zs.

If you're an adventure fan and you're fed up with slaying trolls and rescuing helpless maidens, you can get away from all that during your sunny stay on Kirrin. But it won't be a quiet, relaxing holiday.

The commands take a fair bit of getting used to but it's more sophisticated than most and, with the graphics, it's good fun for hardened adventure nuts. If you happen to like the books, it'll help, but if you're into arcade action there's very little chance that this will convert you.

JAMES LEACH

Game	Five on Treasure Island
Publisher	Enigma Variations
Cassette	£10.99
Disk	£12.99
Release	Out now
Contact	0423 501595

POWER RATING

THE DOWNERS...

- It's very twee. If you don't like Enid Blyton it just might be too much for you to bear.
- Arcade–action free zone.
- Tricky control system.
- Old fashioned style.

100

76%

- **It's true to the jolly spiffing feel of the books, and won't disappoint Enid's 'legions' of trusting fans.**
- **Good graphics for most of the locations.**
- **Easy to get into, but it gets tough for the good bits.**
- **Big playing area, with plenty to see and do.**
- **The Five have definite personalities (and they talk to each other).**
- **It's got a novel twist.**

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...AND THE UPPERS

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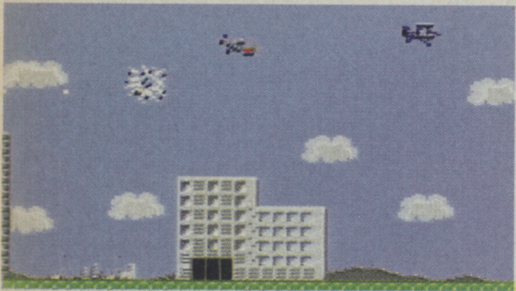


Ha! Take that, swine! I'm the only person around here allowed to commit suicide, do you hear? Me! Me!

Roger's entrepreneureal exploits have got him into trouble again. He wins one phoney payout from a casino games compendium and he thinks that makes him the next Omar Sharif. His friends don't share his new self confidence. But that doesn't stop them from saying, 'Yes,' when he invites them all round for a few hands of poker...

KAMIKAZE

CodeMasters, 3.99

Playing a game in which you've got to try and kill yourself seems a wee bit pointless to me. In fact I'd go further and say that it's positively unhealthy. Anyway, in *Kamikaze* you fly a nice WWII plane over a castle a short distance. from your Japanese airbase. You have to drop a stick of dynamite on the castle's gate in order to release your locked up chums. Simple, huh?

You haven't actually paid for any dynamite. Oh no. Instead you intend to shoot down a plane that just happens to be carrying some. Nick it as it drops to the ground, then use that for the escape attempt. Then all you have to do is land and collect the escapees (remember not to commit suicide whilst they're still on board).

This whole caboodle takes place in a 2D sky, and you spend most of your time avoiding the other planes which fill the atmosphere around you. It's tricky and it's smooth, is *Kamikaze*, but it doesn't quite make you want to fill your neighbour's Cortina with sand. If you're a fan of *Defender*-type games, though, it could be time to check the crack in the back of the sofa again.

KAMIKAZI

Fun for a while and nicely done, it has to be said. But it won't kick-start your adrenal glands. Could be a bit too weird for some people's taste.

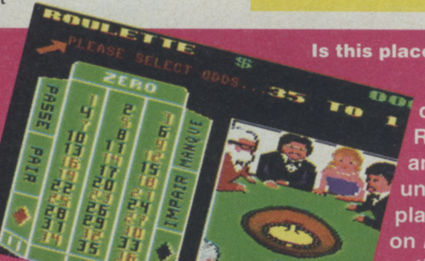
FRAME RATE **76%**

TA-DAA!
YOU WIN!
Budjit Stuf

Bingo!
Well, not quite. But these casino games give me an idea. This gambling lark looks as though it could boost my budget games budget. Hmmm, what I need are some real players with real coinage. I wonder if it would cost too much to have a coin slot and payout tray fitted to my 64. Yep, I reckon I'm on to a winner...

MONTE CARLO CASINO

CodeMasters
£3.99



Is this place crooked, d'you think?

Ugh! Casinos! Horrible places. I can't imagine anybody betting five, ten or even fifty whole pence on the roll of a wheel or some dice. It's sheer madness (*that's a change of tune, Roger – Ed*).

Anyway, if the idea of it fascinates you but you aren't either stupid enough, old enough or rich enough to go to a real casino, you could pretend with this collection of five casino-ey games on one cassette.

There's Poker, Roulette, Blackjack, Million Dollar Jackpot and Craps (snigger). Each game can be played from a main menu and you can bet whatever you want. If you make a mint at Poker, you can take it all to the roulette wheel and wach it all disappear. At all times, you must weight up the odds and make sure you've got the edge.

Don't, whatever you do, trust Lady Luck. Remember, she's a *girl*, and is therefore the most unpredictable thing on the planet. None of the games on *Monte Carlo Casino* are particularly brilliant on their own but, as a collection of five, they make the cassette worth getting hold of if you're into pretending to lose huge amounts of money whilst only actualy losing £3.99.

There aren't any amazing graphics in it, but the fruit machine looks nice and all the other games look okay and play well. You use the joystick for everything, which is better than a poke in the eye

MONTE CARLO CASINO

Although it pains me to say it, you'll have fun gambling away huge amounts of cash with this game. And if you win any, you'll weep because it's not for real.

FRAME RATE **89%**

ROAD RUNNER AND WILE E. COYOTE

Hi Tec £3.99

Three cheers for cartoons on TV! They're short, funny and infinitely cheaper than hiring professional actors to perform violent sketches at your house. Hi Tec have secured a lorry-load of Hanna Barbera licences, of which *Road Runner* (and Wile E. Thingy) is one (or is that two?).

The idea is that you (playing Road Runner) must eat as much birdseed (sounds like fun so far) as possible, while outwitting the wily Wile, who'll be trying all manner of slightly amusing tricks to trap and kill you. It's pretty sick, really, when you think about it.

Everything starts on one single screen. You dart around it at the bottom, trying to get out of the way of all the anvils, bombs and other 'Acme' devices Wile is dropping. You must also avoid a worm, and you must try and collect food and pick-ups whenever possible. And that's it.

It's a dead tough game, is *Road Runner*. If you're good enough to get off the first level, you get to run along a straight road, dodging Wile on rocket-sleds, jet skateboard things and, er, other inventions. These two styles of play make up the entire eight levels, so it's a bit of a swiz, really.

ROAD RUNNER AND WILE E. COYOTE

Single screen stuff went out with the ark, so my dosh isn't coming out for this 'un.

FRAME RATE 42%

PRO BOXING SIMULATOR

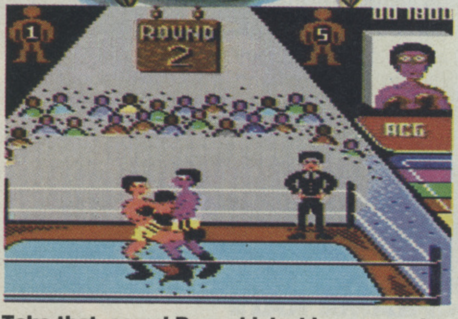
CodeMasters £3.99

Thud, crash, groan, smack, crunch. Yes, I had loads of trouble getting out of WH Smith's without paying for this one. When I finally did arrive back at home (£4 down on the whole deal), I found it to be a hilarious boxing game.

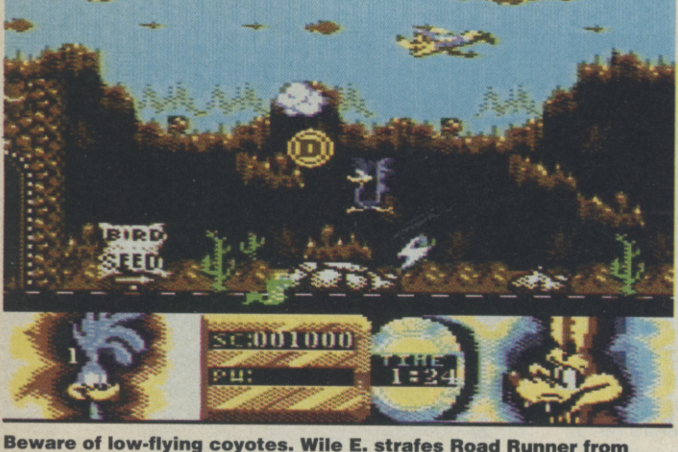
Two very unrealistic people stand in a ring and fight each other, while the ref wobbles around and the crowd calls out insults. Matters are made more interesting by the illegal moves you can use. As well as high and low punches, you can kick, knee, head-butt and all but take a machete to your opponent.

You start off by tackling a weedy guy called Mild Martin (with a name like that, he deserves to have his body kicked off him). Beat him and harder opponents line up to take you on. You can also play another human opponent, which is more fun.

It's fairly amusing but *Pro Boxing Simulator* isn't fast or smooth enough to warrant a withdrawal from your bank (TSB – The Shoebox Bank).



Take that, scum! Roger kicks his opponent in the wallet and confirms his worst fears - the purple guy is ricer than he is.

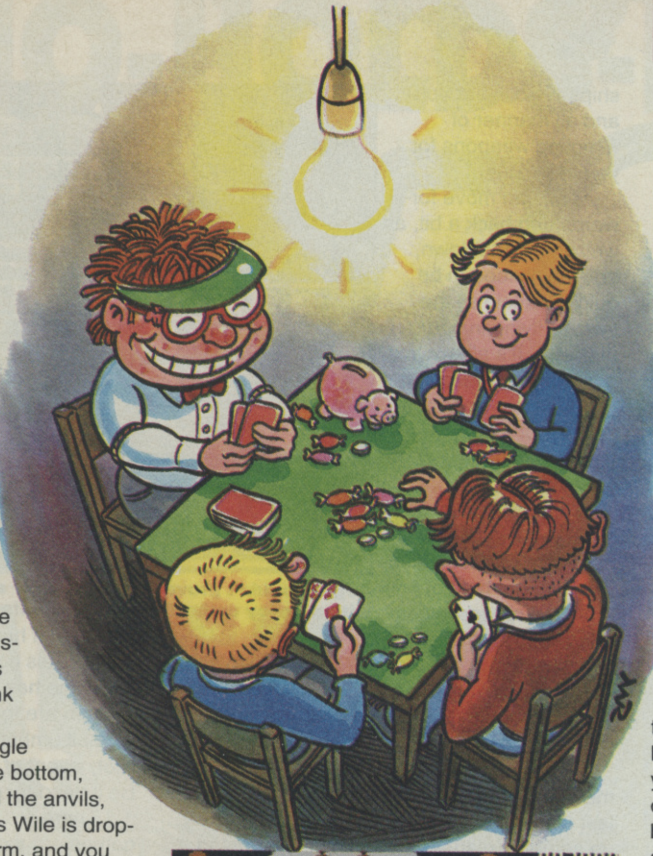


Beware of low-flying coyotes. Wile E. strafes Road Runner from Acme's finest and most expensive rocket motor.

PRO BOXING SIMULATOR

Not bad for a laugh but not exactly a knockout.

FRAME RATE 39%



Cor this lot are green. I think I'll raise Josh another sherbert swizzle just to make him lose his nerve. (His dad runs a sweet shop so Josh has more sherberts than sense, anyway.) Ha, hah – I'm going to be rich.

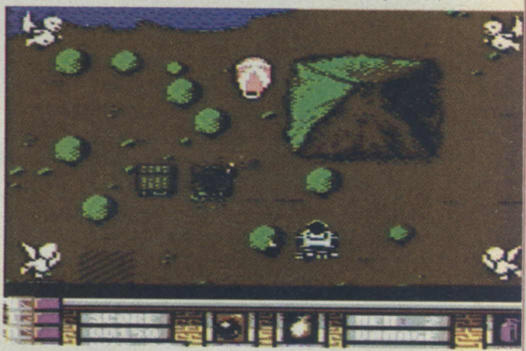
PHILEAS FOGG'S BALLOON BATTLES

Zeppelin £3.99

Isn't he the chap with those funny-tasting crisps? I'm sure he is. Hey, perhaps he's really a crisp magnate of millionaire proportions. Coo.

Anyway, you get to fly a hot air balloon over some hills, rivers and huts. The idea is to avoid any other airborne obstacles and bomb the huts. The scenery scrolls around you as you drift along (with a bit of control over where you're going). You land at friendly bases, bomb unfriendly people on the way, and generally be upper-class and rich about the whole thing.

This is all well and good, but you don't actually get to do a great deal with *Phileas Fogg's Balloon Battles*. It's a novel idea but not a particularly playable game. In fact, I'd go so far as to say that it's about as fun as eating £3.99 worth of those smelly crisps.



It's no good, Roger! We're still losing height! Let's drop our heaviest bombs on that peaceful shack and gain some altitude.

PHELIAS FOGGS BALLOON BATTLES

Nice idea for a game but there's not a lot in there – not even hot air.

FRAME RATE 42%

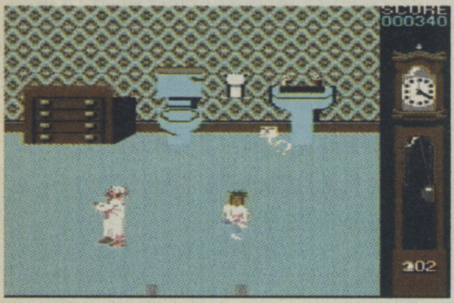
SLEEPWALKER

Zeppelin £3.99

You and your Uncle Silas live in a crumbling mansion. Silas keeps sleepwalking, and it's your job to guide him back to bed and away from anything which might wake him up (everyone knows that if you wake up while you're sleepwalking you instantly go as mad as a train). Naturally, there are plenty of threats to Unc's somnambulism (*whoa – Ed*).

Sadly, the house is filled with lethal things getting in Silas' way. There are live electric cables around, piles of drawing pins, trapdoors, very loud radios and other things. If you can't gently steer Silas away from these, you must set them off yourself.

This soon becomes incredibly painful for you but it will have been worth it once the old man croaks and you get all his loot. That's got to be worth a few burns and broken bones, eh readers?



Standing on broken glass to stop your Uncle waking up is only worth it if he's got a bank acount like an international phone number. Any amount of pain is worth that.

The game is done is a sort of 3D and you're torn between setting off the traps and keeping up with Unc on his wanders. It's quite difficult to juggle these, and I must say it's rather a lot of fun. There are loads of rooms in the old pile, and plenty of visual jokes too. *Sleepwalker* is another weirdie from Zeppelin. But this time it's a winner.

SLEEPWALKER

It's fast, smooth and fun with tons of scrumy animation. A bit weird, but still lots of laughs.

FRAME RATE **80%**

F1 TORNADO

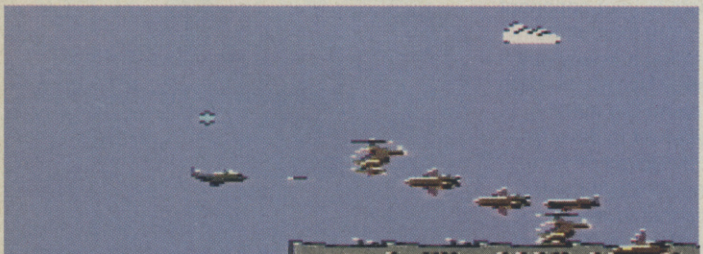
Zeppelin £3.99

Climb inside a top-of-the-range fighter, sit on a huge cushion to see out, and away you go. Yes it's Gulf War time again as you relive those moments you never quite got to see on the telly. It's another sideways-scrolling shoot-'em-up, with waves of planes whizzing into the arc of your blazing machine-guns, big ships shooting at you and all manner of tempting weapons for you to pick up.

You can move forwards and back a bit, as well as up and down, and you'll need to be quick to avoid all the nasties flying in your direction. It's all exciting stuff, and you'll soon get into that 'just-one-more-go' way of thinking. So if you've avoided buying a game of this sort until now, congratulations. You're even stingier than I am. But it's about time you got hold of one. And *F1 Tornado* is as good as any other scrolly shoot-em-up. It's just a wee bit similar to all the others, that's all. (Although even this won't matter to you if it's the first one you've ever bought).

F1 is fast enough, pretty responsive and makes a great cup of coffee (oh sorry, that last one's my mum). So if you want to blow up some jet planes and sink some shipping, get your old half-pees out and persuade you local stockist that they're still legal tender.

On the other hand, if you want some coffee, pay me 14p and I'll ask my mum.



The pesky fighters are no match for Roger's de luxe Vanden Plas Ghia Tornado with electric windows and a self-seek tuner cassette. Pity he can't see out, though, isn't it?

F1 TORNADO

Better than your average shoot-'em-up, even if the topic's not very topical. Buy it if you've never tried anything similar.

FRAME RATE **74%**

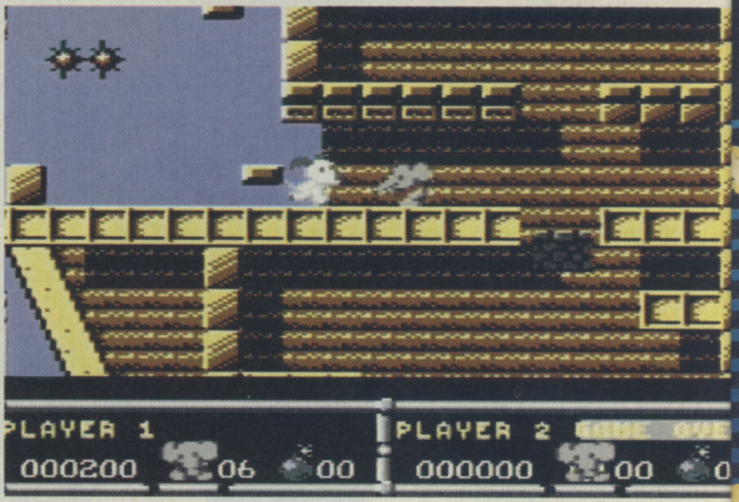
CJ IN THE USA

CodeMasters £3.99

CJ is an elephant. If he really existed, and did go to the USA, they'd probably shoot him, satiff him and send him to a theme park. But for the purposes of this game, he's got there and is surviving very nicely, thank you very much. Throw believability out of the window now, if you know what's good for you.

Things aren't too rosy for poor old CJ, actually. His family are spread around different states, and he must travel along various platform levels to find them.

These platforms are populated by baddies (which CJ can kill by firing peanuts at them), lifts and other devices which help or hinder him. He must explore all the platforms before he finds the member of his family trapped there. Four huge levels comprise the whole game, and each one has a different American theme. All of them are tough, though. Luckily CJ has got a small umbrella which will save him in the likely event of him falling off a high platform. He'll need this umbrella rather a lot.



Dogs shouldn't prove any trouble for a massive elephant. Even one with a poncy umbrella should be able to cope.

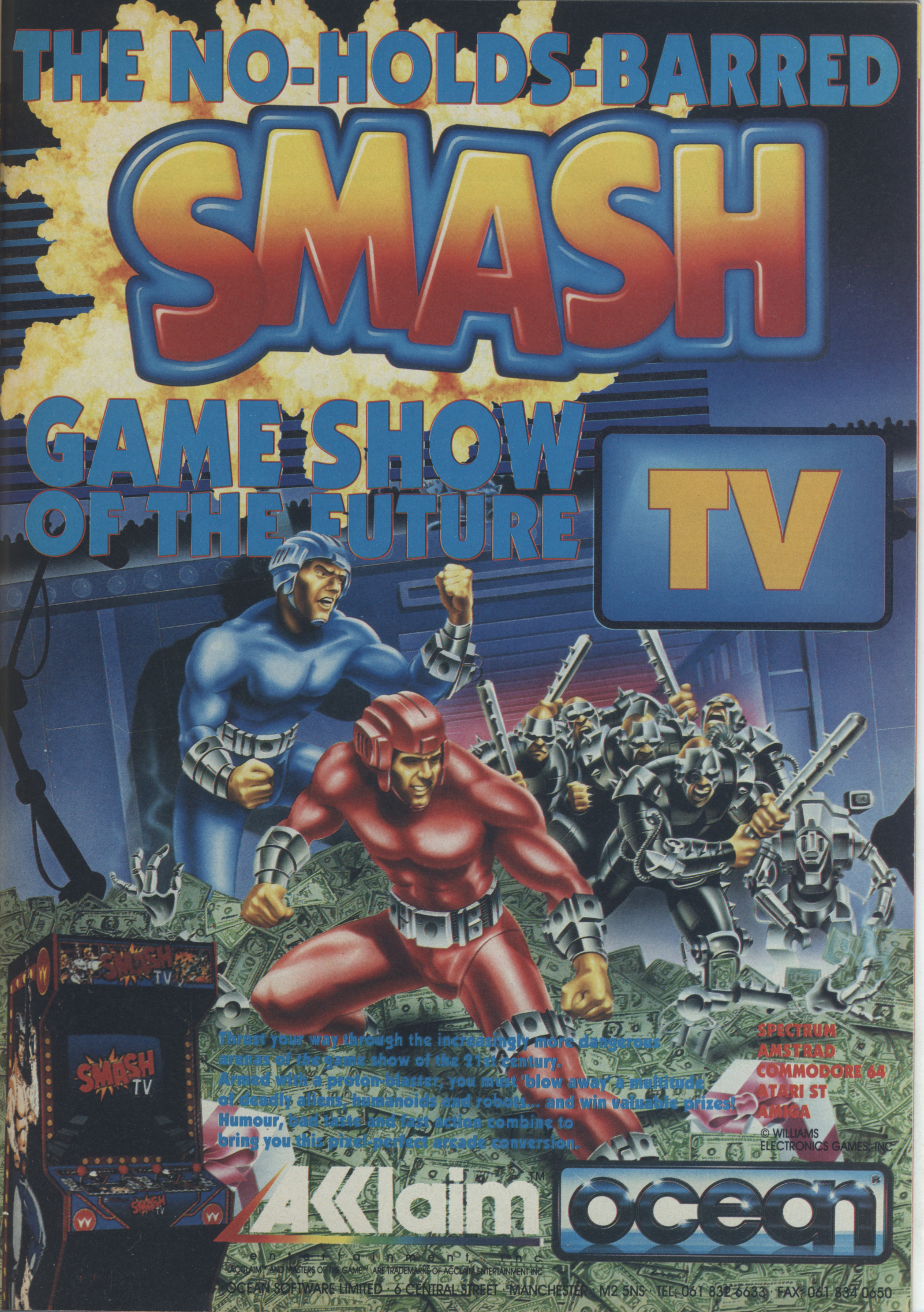
There are, of course, more platform games around than you can shake a rolled up fiver at, but CJ is certainly one of the better ones. It's been designed well, and you can always see a way through, even if you havent quite got the knack of doing the running and jumping properly yet.

CJ IN THE USA

A platform game which I approve of immensely. While you're playing it, you can't be out spending money, so it's an investment really.

FRAME RATE **88%**

The chances against Josh having a full house were massive. I was robbed. And I've not just lost my sherberts. I've lost my shirt and I have to give Josh an hour a day on the 64 for a whole week. Bah! Gambling is a mug's game.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SMASH TV
SMASH TV
SMASH TV
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SPECTRUM
AMSTRAD
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ENTER THE

REPORT BY DAVE GOLDER

So I says to Darren, "What d'you mean, what's the Public Domain? It's free software. Well sort of, anyway. Basically, if you want to copy it, you can copy it, no hassle." But he wasn't convinced. He thought it sounded a bit fishy. Free software? Either it's rubbish or there's some catch, he said. So I decided to show him what PD is all about...

Darren was confused. I could tell. He had a look on his face as if someone had just told him that Arnold Schwarzenegger was releasing a book on Zen and the Art of Flower Arranging. "What d'you mean, Public Domain's free?"

"I mean you don't have to pay for it. I think you'll find that's what free means."

"How come?"

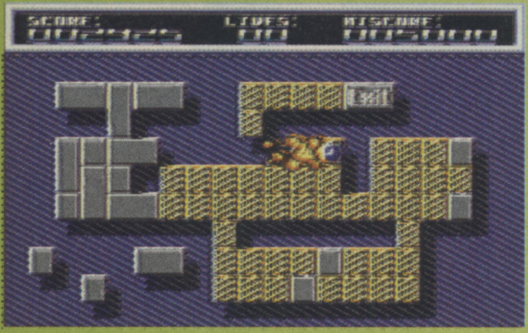
"Well, it hasn't got any copyright on it. So you can copy it and it's not illegal. It can't be piracy or anything like that."

"What is it, then? All the rubbish that can't even make it onto budget labels. Sort of the games equivalent of Woolworths' trainers."

"Don't you believe it."

"Go on then, prove it."

"As easy as sticking this disk in this disk drive pal. Just wait 'til you get a load of...



***Sensitive*, the most polished of PD games.**

SENSITIVE

If I was going to show Darren what the Public Domain is capable of producing, I needed to pull out a real corker to start with, and PD games don't come much corkier than the briliant mapping game *Sensitive*.

"I got from a this from a PD library called Binary Zone. Take a look..."

"Hey, these graphics aren't that bad. But what's it all supposed to be?"

"See that blue pulsating blob? You have to get it from where it is to the exit. You have to move over the orange and grey tiles with the joystick. The catch is that the orange tiles blow up after you've touched them, and you have to blow them all up before you can leave the level."

"Sounds like a doddle."

"Ok, you go first, then."

"Stand back and watch the master at w... oh, damn. It's gone straight in the blimmin' water."

"Not so easy, is it?"

"Ok, I'll do it this time, no hassle... There you are, it's as simple as switching the radio off when Simon Bates comes on."

"That's just the first level. Wait 'til you get a few levels further."

"Dunno if I can stand a few more levels of this music."

"Yeah, it is a bit irritating."

"Hey this level looks a bit tougher. Look at all those tiles. And how d'you get around that loop. It's impossible."

"No it isn't. You've just got to puzzle it out. That's the addiction element."

"I get it. You have to go over some tiles twice. That makes life even more difficult!"

"It's full of little surprises like that all the way through. Come on. Give me a go."

"No, wait a minute. Let me get through this level first."

Six levels, ten chewed fingernails and a considerable amount of time, later he was still going strong.

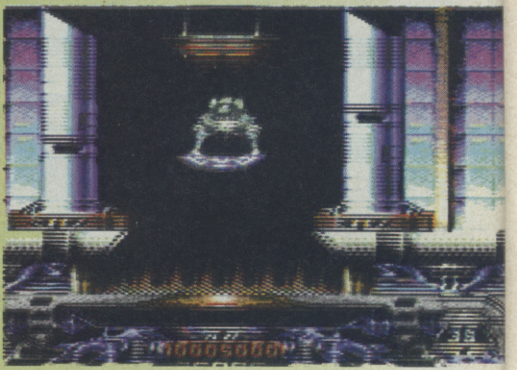
"Hooked?"

"Well..."

"PD's not just rubbish, then?"

"All right. I admit this one's pretty hot. Pretty simple, but pretty hot, and it looks good. But you're bound to show off the best of this PD stuff. The rest can't be this good."

"Yeah, *Sensitive* is one of the best I'll admit that - it beats a hell of a lot of commercial games. If I were reviewing in *Commodore Format*, I'd probably give it something like 85 per cent (which is why we put it on the PowerPack). But that isn't the end of it. Come and take a look at this stuff."



Clystron: Robocop meets *Smash TV*...

SO IT'S ALL FREE THEN?

"So this stuff is all free? You didn't pay anything for it?"

"It's not quite that simple. If you want to copy it you can, all legal and above board, and you would have it for free. But if you order it from a library, you have to pay something to cover the post and packaging, and the cost of the disk."

"How much is that, then?"

"It varies. You can find some for as little as 99p. Around a couple of quid is typical."

"But that's almost as much as the price budget games!"

"Yeah, but you normally get quite a few games on a disk. The libraries usually make up the compilations themselves. A couple of quid actually goes quite far."

"What are these libraries then?"

"They're not as impressive as they sound. Usually what happens is someone just collects together some PD and sets up a library run from their house – a lot of the time from their bedroom. There are some professionally run outfits, like Kingsway, but not many. The main drawback is that nearly all the libraries deal in disks. Only Silver Wing send out cassettes as well. "

"But why do people write PD software? If they don't get paid for it, what's the point? Are they nuts?"

"There are loads of people who write programs for their own satisfaction, stuff that just wouldn't get picked up by commercial companies. They just want people to use and enjoy their stuff, and get their names known as well. Apart from being good for your ego, there's also the chance that the big name labels might see your work and decide to employ you."

"So anyone can write a program and send it off to a PD library..."

"Yeah. Even you could. Well, you could if you weren't a complete drongo who's incapable of writing his own name. Anybody else could, look at it that way."

E DOMAIN

IS THAT ENTERTAINMENT?

"Does PD only consist of games, then."

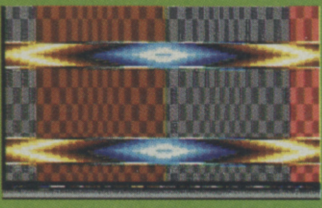
"Nah. There are loads of stuff. Utilities, cheat disks, educational stuff, everything really. But on the C64 the majority of PD is demos."

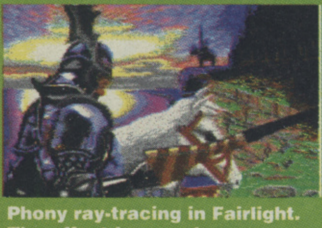
"What, game demos?"

"No. Demos are, well, they're basically, sort of, the programmers showing off. They use all sorts of code and programming tricks to produce whizzy graphics and music that games wouldn't leave enough memory for. They're useless, they don't do anything, and sometimes the text is whizzing around so much you can hardly read it, but when they're done well they're mightily impressive."

"Oh yeah, I read about them in *Commodore Format* last June.

FAIRLIGHT
WATCHING





Phony ray-tracing in Fairlight. The effect is superb.

The *Fairlight* demo from Binary Zone is pretty good value for money. It comes from Sweden and is split into lots of little demos that autoload one after another. It's got the lot – scrolly wobbly text, impressive bursts of colour, some great little tunes and even a groovy slideshow."

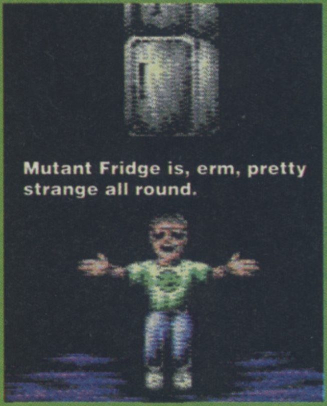
"Slideshow?"

"It's a series of static pictures. On the *Fairlight* demo they fill in pixel by pixel which is pretty neat. The coders also reckon that they've managed to get real-time raytracing up and running on the C64, which I doubt very much. But they have achieved the effects and you have to admit that they're pretty good."

"Anything else?"

"*The Mutant Fridge* from Binary Zone is an excellent little animation. It's a bit short, but worth getting hold of for the icky ending. For music, there's an amazing Jimmy Hendrix sample that you can pick up.

On the same disk there another interesting little demo called *Red October*. The best way I can describe it is like a scratch video with lots of short, rapidly edited visuals synchronised to pounding industrial piece of music. Well worth checking out."



Mutant Fridge is, erm, pretty strange all round.

"It sounds like something you might find on the Amiga."

"What? Don't you believe it, mate. This is class."

CLYSTRON

Darren was still not converted. "Puzzle games are OK, but I'm really into blast-'em ups. There's no way you can get a decent blast-'em-up unless you pay for it."

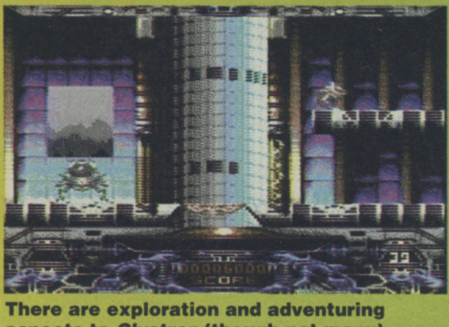
"Oh yeah? If it's mindless blasting you're after, you want to play *Clystron*. Which is lucky, because I just happen to have it here."

I shoved the disk in the drive, and moments later, Darren had to eat his words with a hefty side order of humility to wash them all down.

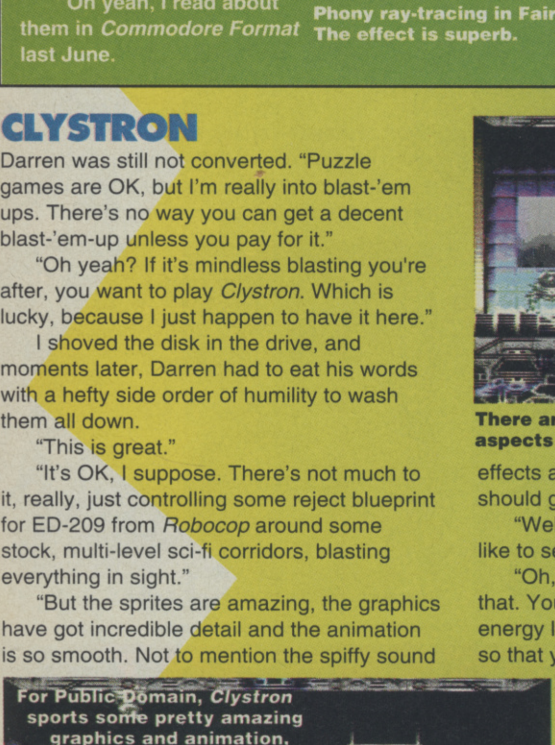
"This is great."

"It's OK, I suppose. There's not much to it, really, just controlling some reject blueprint for ED-209 from *Robocop* around some stock, multi-level sci-fi corridors, blasting everything in sight."

"But the sprites are amazing, the graphics have got incredible detail and the animation is so smooth. Not to mention the spiffy sound effects and atmospheric music. (Hey, I should get a job as a reviewer!)"



There are exploration and adventuring aspects to *Clystron* (though not many).



For Public Domain, *Clystron* sports some pretty amazing graphics and animation, not to mention lightning action.

"Well, if that's all you want from a game. I like to see that something extra."

"Oh, come on. There's more to it than that. You've got to keep an eye on your energy levels. Your reflexes need to be good so that you can leap onto moving platforms and the like. And there's even a bit of puzzling... I haven't worked out where to find the teleport card yet so that I can use the teleport device to move onto the next level. I've got to suss that."

"Don't worry. You will pretty soon. Not that you'll notice the difference much. The game's pretty much the same on every level."

"I thought you liked this game?"

"It's alright. It looks good, but then so does a plateful of ice cream Mars bars but you'd get fed up with them pretty quickly if you tried to eat them all in one go. It certainly shows how good PD games can look. It's about a 68 per center."

PROBE X

He was hooked. I knew I was on to a winner here. I just had to keep on the pressure.

"Heard of *Xenon II*."

"Of course."

"Wanna see the C64 PD version?"

"You're kidding."

"Well, exaggerating a bit, but *Probe X* from a place called Silver Wing Software comes pretty damned close."

"Is that supposed to be a probe? Looks like a bullet in a tutu."

"Yeah, a bit naff, but look at the rest of the graphics."

"They're excellent. I love all this overhead stuff, avoiding pipes and walls. The scrolling is really smooth, and the sound effects are really great. Look out!"

"And suddenly the enemy attacks from all directions. Real joystick-wrenching stuff this."

"Watch out for those doors that keep opening and closing. Time it right. Way to go, you're through! Give us the joystick."

"OK, but you're gonna have to deal with the end of level guardian."

"No hassle. There he is. A bit dull, ain't he. Just a metal thing spouting bullets, and they're not even random. It's just a matter of timing... got him! Damn, there's another one. Just get the timing right and... yep, it's level two now. Christ! All hell's broken loose... "

"What a shame, game over. Pretty good, yeah? A bit limited again, but at the price who's complaining."

"I am. My thumb's sore now. Still a surefire 82 per center, though."

INVADERS

"Don't tell me this one's the PD version of *Space Invaders*."

"Uh, no actually. It's sideways scrolling."

"Hey, another naff sprite. The Public Domain must specialise in 'em. This one's a fat, metallic duck doing the twist. Starscape's nice though. Three level parallax – not bad."

"Here comes the enemy flying in formation whiplashing across the screen, like a snake with chronic enteritis."

"Watch it, they're coming fast. Look out! Hit that autofire!"

"The problem with that is that your range is shorter. That's the first lot done, but there's no let up. Here comes the next lot."

"The enemy sprites are a bit dull. Well animated, but dull."

"Pretty much sums up the whole game. 65 per cent maybe? Next one?"

"Yep."

TWISTER

"If it's a PD version of a classic you're after, try this one for size."

"*Tetris*!"

"Yep, except it's called *Twister*. These Public Domain programmers are great ones for ripping off ideas, calling them something else and hoping nobody notices. But you can't complain when the the PD version of *Tetris* is probably better than the commercially released one."

"Is it exactly the same rules, then?"

"Yep. Shapes fall from the top of the screen one at a time You move and rotate the shapes so that they they form solid lines right the way across the bottom of the playing area. When you get a line, it vanishes and the rest fall down. It all gets faster and faster, and the game finishes if the blocks build up so much they reach the top of the playing area. Then you're dead."

"I do know the rules."

"Some of the shapes are a bit different to the original, and the playing area seems smaller. But you can slide the shapes when they hit the bottom, which is good. It's very responsive to the joystick movements, which with any *Tetris* clone is essential. Pity that it's let down by the some rather uninspiring graphics, really."

"Are you some kind of wall–building *Tetris* nut, or something?"

"I'd prefer to call myself a *Tetris* connoisseur, and I reckon this is worth 77 per cent."

MENTAL MOONS

"This one's by a couple of blokes called Ash and Dave who were really churning out the PD games a few years back. Most of their stuff is some of the best gaming action you're likely to see in the C64 PD scene."

"It's crashed while loading, hasn't it? The screen's gone blank. Hang on a sec. What's going on? Oh right. Some little animated bloke's pushing the screen down and the game's behind it. That's neat."

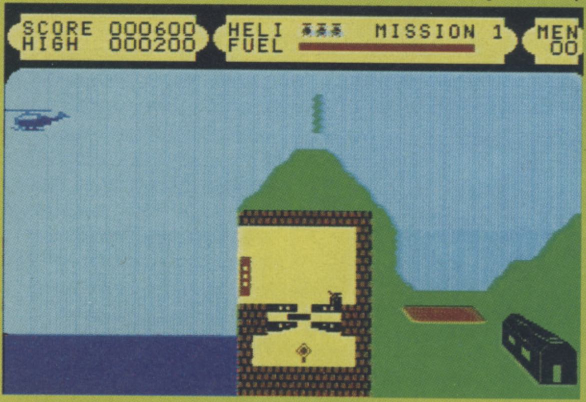
"It's sort of one of their trademarks. Now, hang on. This is another fast one. You're in the middle and things come at you from every direction. You have to dart around the screen like mad and blast everything in sight."

"Hey those are little planet Earths you have to shoot. Great idea."

"Not exactly environmentally friendly, though, is it?"

"The swirling starscape is excellent too. Damn. Dead already. Only being able to shoot in one direction is a bit of a pain though, isn't it."

"Needs a bit of practice this one. But it's worth it, because as you go through the levels, the moons you have to shoot at get more and more bizarre. On one level they're eyeballs that open and close. This is worth 77 per cent ,easily."



Hell in a helicopter in *Blue Thunder*. Actually, it's crap.

BLUE THUNDER

"What's this then? A film licence?"

"Don't be daft. About the only thing it's got in common with the film is that it's boring."

"So you admit that not all PD is great."

"Not all commercial products are great. But yeah, there is a lot of downright rubbish in the Public Domain. A lot of stuff gets written in BASIC and is very slow. "

"Is *Blue Thunder* in BASIC."

"No. But it's still pretty slow, and comes from ICPUG, who do have a lot of very old BASIC stuff in their C64 library."

"What's it about?"

"You have to pilot a helicopter and rescue men from enemy prisons while avoiding all kinds of enemy craft – balloons, zeppelins all that sort of thing. There's a bit of puzzling involved which provides some interest, but it's all fairly simple. The graphics are blocky and the helicopter sounds like an audience of one-armed people clapping. The stupidest thing is that you can crash into clouds – I can't work out if this is bug or a crap joke."

"Not one of your faves then?"

"Nope A real 45 per center."

GROUND SNIPE

"This one's not exactly brilliant either, but at least it's fun and there's plenty of speed."

"From ICPUG again?"

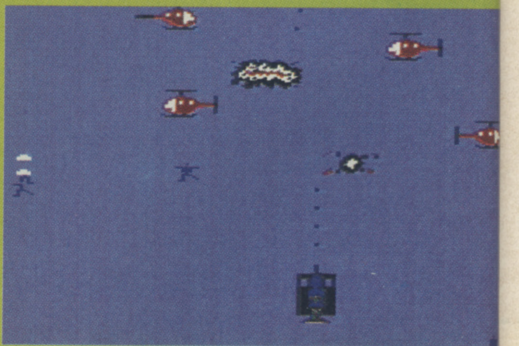
"Yeah. The Independent Commodore Products Users Group. They do have some games but they're better for utilities and things like that. But *Ground Snipe* ain't bad."

"What's it all about then?"

"See that thing that looks like a satellite dish at the bottom of the screen? It's actually your weapon. You can move it left and right and rotate the dish to fire through 180 degrees. The sky fills with enemy planes, and men parachute from them. You have to shoot both the planes and then make sure nobody reaches the ground. If four men do, you've lost and one dirty great enemy tank blows you up."

"The graphics are a bit basic but the animation's lovely and smooth. I like the sound effects, too. But I bet it all gets a bit dull after a while. It's maybe just a little too simplistic"

"All depends how determined you are to better your own scores. Most of these PD games are simple but that's often the joy of 'em. Just trying to master very specific tasks. I'll give *Ground Snipe* 65 per cent and harbor no grudges against it."



More choppers in *Ground Snipe*.

ADDRESSES BIT

If you want to get hold of any Public Domain catalogues, just write off to any of the following PD libraries. And please enclose an SAE.

Silver Wing Software,
71, New Road,
Rubery, Birmingham,
B45 9JT

Kingsway Computer Services,
72, Glencoe Road,
Sheffield, S2 2SR,

Independent Commodore
Products User Group,
The Membership Secretary,
PO BOX 1309
London.
N3 2UT

Binary Zone
34 Portland Road,
Droitwich,
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DON'T BUY THIS IF YOU'VE LESS THAN A YEAR TO LIVE

Shock! Horror! The *CF* team have finally gone mad! Yes, it's true. I was down there last week picking up this month's budget games (they won't let me work in the office after that unfortunate incident with the sherry trifle at the *CF* birthday party) – and they gave me a copy of the new *Commodore Format* 1992/3 Diary. And what a fabulous book it is. It's cunningly called *Don't Buy This If You've Less Than A Year To Live* (so that no-one knows it's your diary and they won't pick it up and read all your secrets, like where you hide the key to your wallet at night, oops).

Anyway, about this diary. Starting from 1st April 1992 and lasting til 31st March 1993 its 144 pages are packed with hard-core C64 stuff. There's an infinite lives POKE for every single day as well as lots of fabulous 'On This Day' snippets telling you about amazing events in history. For instance Sunday 10th May 1992 is the 77th anniversary of the first Zeppelin air-raid on London and to celebrate the fact there's an infinite lives POKE for *Last Ninja II*! But that's not all! There's also a special GameBusters section jam-packed full of maps and hints and playing tips for masses of fabulous games. And it lets you know exactly when the next ish of *CF* comes out – so you can read my fabulous budget reviews as soon as they hit the streets...

And all this for only £7.99, it's completely amazing. Much as it hurts my wallet to say so, all this essential C64 gen with a tape of 100 ready-to-load POKEs for less than one brown crinkley one, must be the biggest barg of the year. And it'll last much longer than any game, giving penny-pinching enjoyment well into 1993!

My advice to you is order your diary and tape now, before the *CF* team comes to their senses and whack the huge price on it that it really deserves. Order now and expect to receive your goodies before February 29th. Leave it too late, and you could be out of luck.

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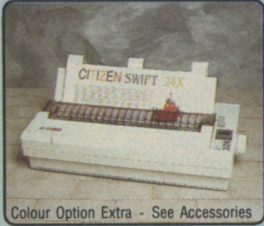

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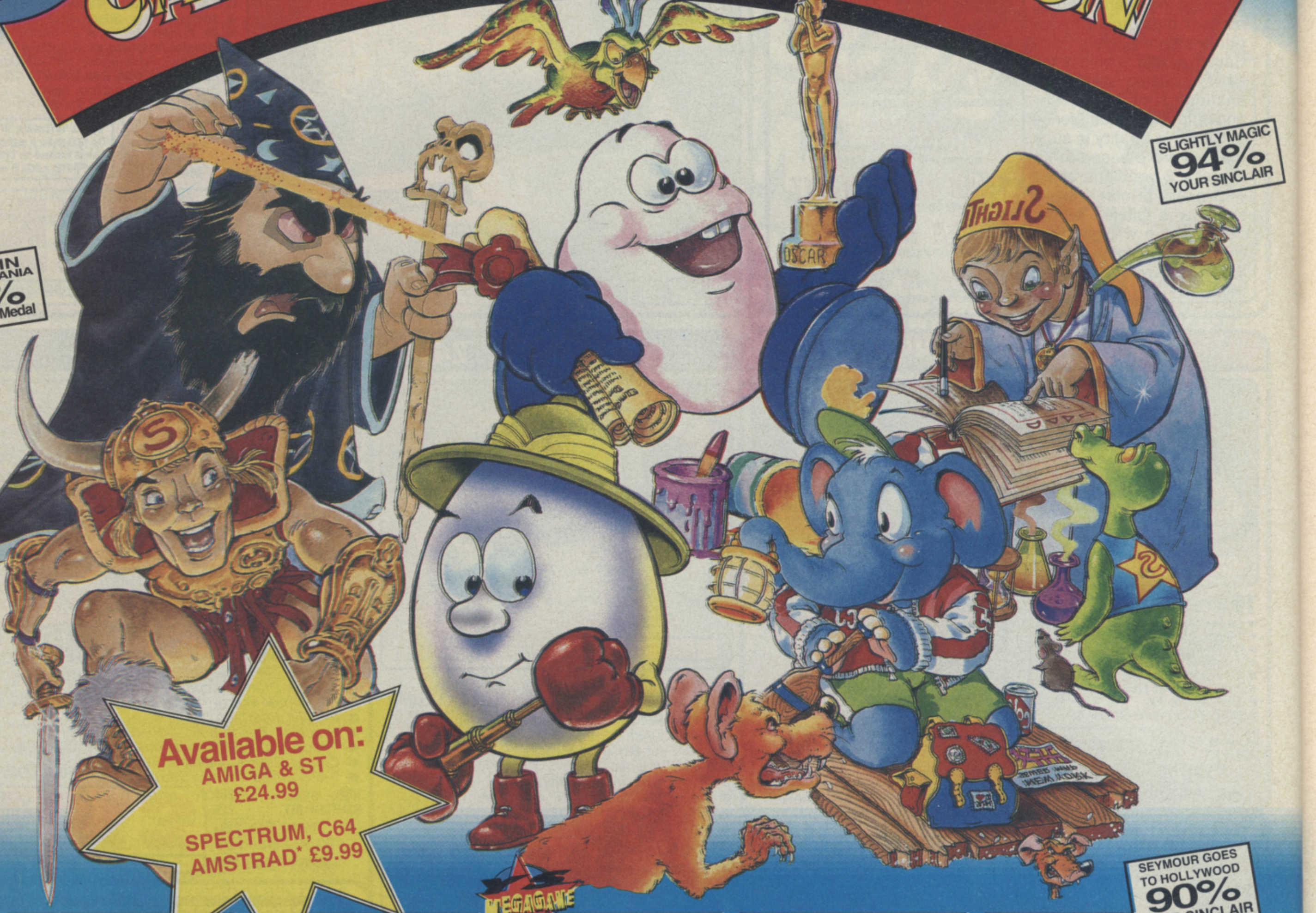

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* Note Amstrad users have Little Puff substituted for CJ'S Elephant Antics.

CODEMASTERS

AMIGA screen shots shown.

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HELP LINES

NEW RELEASE INFO LINE 0898 555 000 (Tells you what is being released this month)

If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first! Calls costs 36p per minute during off peak time and 48p per minute at all other times.
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SEYMOUR IN HOLLYWOOD	0898 555 010
SPIKE IN TRANSYLVANIA	0898 555 105

SPECTRUM, AMSTRAD, C64	
DIZZY	0898 555 093
TREASURE ISLAND DIZZY	0898 555 091
FANTASY WORLD DIZZY	0898 555 078
LITTLE PUFF	0898 555 094
ROCKSTAR	0898 555 090
MAGICLAND DIZZY	0898 555 096
SLIGHTLY MAGIC	0898 555 050
SEYMOUR IN HOLLYWOOD	0898 555 010
SPIKE IN TRANSYLVANIA	0898 555 105

HORROR BEYOND BELIEF!

The Mighty Brain

CERT X

Question. What's grey, squidgy, thinks a lot and reckons Einstein was a right old thicky? Yep, it's our old pal from the apex of arrogance, the chap who's tops in triv and the um, ultimate in utter usefulness. Enter The Mighty Brain. If you want to tease old super cells, write to TMB, Commodore Format, 30, Monmouth Street, Bath, Avon...

YOUNG AT HEART

Dear TMB,
I thought the letter from Adam "Supreme Master" Carpenter was part truth and part rubbish. Okay, so the letters that ask "can I plug a cart into my 64" are written by youngsters, but so what? It's important for newcomers to the 64 to find out what goes on. We've all got to learn sometime somewhere haven't we?

Anyway, I think I can help the bloke who wrote in asking for info on train sims. I own a steam train sim called *Train* which is yonks old. If Andi Moyes wants to get in touch perhaps he'd like to call me on 0803 550528.
Luke "Second Most Mighty Brain in the Universe" Haigh

Thanks for the help and your point about youngsters is absolutely right. Some people think that being six is a crime.

OPEN SESAME

To the Mighty Brain,
I am well into computer games and stuff, but *3D Construction Kit* has really got me stumped. I hope you can answer this because otherwise I will lob a mains adapter into your container (*Yikes—TMB*).

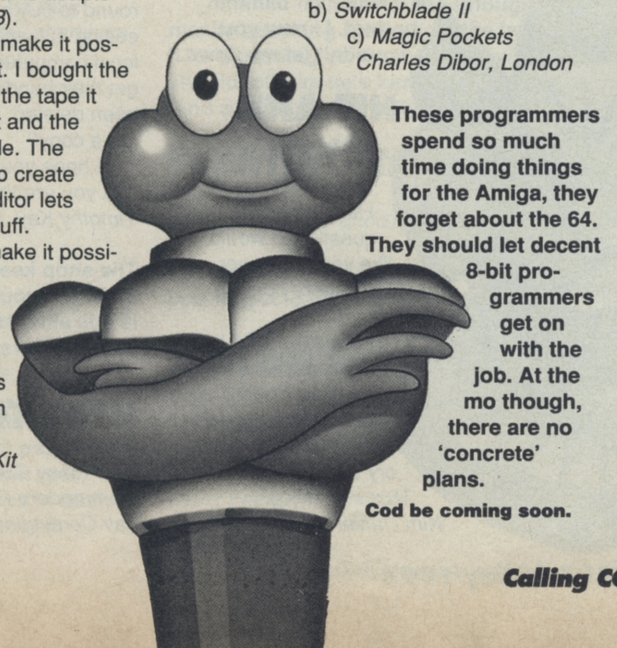
My problem is, when I try to make it possible to go through a door I can't. I bought the tape version and on one side of the tape it has the Environment Editor on it and the Condition Editor on the other side. The Environment Editor allows you to create blocks etc, and the Condition Editor lets you (um) 'interact' with all this stuff.

You need both of these to make it possible to go through doors. On the free video it some how on the Amiga has these two combined so I thought maybe you could load these together somehow. Is this possible, if not then how can it be done? Please answer this because I got *3D Construction Kit* on my birthday.
Kris Dunlop, East Sussex

You can't load the two together, but that ain't a prob. Just create the door in Environment and save it. Then load the other side of the tape, bung the saved file in, and do your bits and bobs to that. Simple eh?

COMING SOON, OR NOT?

To The Mighty Brain,
Are the following games going to be converted to the C64?
a) *James Pond*
b) *Switchblade II*
c) *Magic Pockets*
Charles Dibor, London



These programmers spend so much time doing things for the Amiga, they forget about the 64. They should let decent 8-bit programmers get on with the job. At the mo though, there are no 'concrete' plans.

Cod be coming soon.

CREEP ALERT

Dear TMB,
I have some questions for you about *Commodore Format*.
a) How come your PowerPack games are always so brill?
b) Why is it so hard to find *Commodore Format* in the shops?
c) What is your favourite computer game?
James Kirby

a) We're always looking for the best demos and games. It's a simple as that.
b) You've got to be quick to catch us, which is why so many people prefer to take out a subscription.
c) Um, toughie that one. I reckon it's a toss–up between *The Blues Brothers*, *Smash TV* and *First Samurai*, although controlling them by brain-power alone can be a touch tricky...

IS BASIC CRAP?

Dear Mighty Brain,
I am a normal person and I'm desperate to create my own computer games for my Commodore 64. I was just about to learn Basic when I read a review about *Slightly Magic*. You said it looked as though it was "written in Basic" and this well put me off learning Basic (because you said the game was rubbish) I'd really appreciate it if you could tell me what US Gold, Ocean and Mirrorsoft use mainly to program their games.

And how can I learn their techniques.
Edward Gurney, Loughborough

Big softies use a thing called Assembler. It's very difficult for normal humans to learn because it's like a mix between BASIC (which is like human language) and Machine Code (which is pure computer language). Learn it, and you'll go far, but BASIC is a pretty useful way for beginners to understand computers.

ARE CF READERS BONE IDLE?

Dear TMB,
I'm writing this letter not because I want to see my name in print, but simply because I'd like to express some of my opinions, and those of my fellow Australians.

I think replacing the cover tapes with a cover disk would be a good idea and a decent improvement to the magazine. I don't know what the situation is in Europe, but not a lot of Australians still use their old datasettes. The number of C64 owners that don't own a disk drive is fairly insignificant down here, not because we're all rich (my family survives on about $12,000 a year; that's about £6,000 I think), but because we realise the major advantages of a disk drive.

Most of the C64 users in Europe could probably afford a new 1541-MkII if they simply decided to do a bit of part time work or odd jobs around the neighbourhood (mowing lawns, cleaning up stores, shovelling snow in winter etc. The reason so many people never buy one is because they expect their parents to pay for it, and their parents refuse. If these C64 owners committed themselves to making the money it would be quite easy. Last summer I scored a casual job at the local post office and managed to save up enough money to buy a 1200/1200 maestro modem. It's not hard to do at all.

Thanks for your time, I hope you consider my suggestions. In case you'd like to know a bit about what sort of person would write this kinda dribble, I'm a 17–year–old high school student who spends most of his time down the beach or just cruising around with mates.
Michael Fletcher, West Australia

This chap must think the British are a bunch of no-good lazy scroungers. But you don't see us lounging around on beaches in the middle of February, eh?

FOLLOW THE CART

Dear TMB,
Please tell me where I can get the C64 games system cartridge with *Fiendish Freddy, International Soccer, Flimbo's Quest* and *Klax*. Please give me an address or phone number, or even tell me where to buy one.
Anthony Kane, Devon

Visit your dentist regularly, Freddy.

Keep an eye out at the sales. These keyboardless thingies are currently 'selling' at about £40.

IN THE CLUB

Dear Brain,
As an owner of a Commodore 64 I am writing to ask if there are any computer clubs which I could join and which could give me details of more BASIC programmes for my computer. If there are any clubs please could you send me information on how to join and how much it is too. Thanks very much.
Tracy Canto, Cumbria

I know I always say this, but your best bet is to contact our pals at the Independent Commodore Products User Group (ICPUG). Write to PO Box 1309, London, N32UT for details.

PRINTS CHARMING

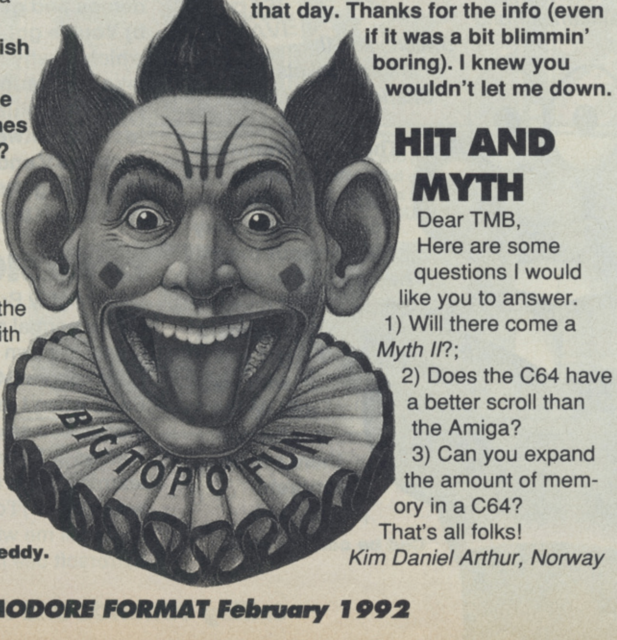
Dear TMB,
In a recent letters pages Michael Lirko of Hartlepool asked this simple question: "In your honest opinion, what do you think of the Commodore MPS1230 printer?" Your answer was: "Well it's definitely a printer".

From this answer do we assume you know absolutely nothing about the MPS1230 or you are too busy to give an appropriate answer. As a MPS1230 owner, I have taken the trouble to do your job for you, as follows: It's a 9–pin dot-matrix printer with a draft-print speed of 120 characters per second. The print line capacity ranges from 80 to 240 characters. Interfaces are parallel Centronics standard serial Commodore. Its size is 94mm high x 370mm wide x 253mm deep and it weighs 4.2 kg.

To cut it short, a very good value for money printer which I would recommend without hesitation to anyone.

To finish this letter, isn't it about time *CF* did a few serious articles on printers/disk drives/expansion etc, etc, or does *CF* really stand for Comic Features! Come on, deliver the goods.
Matthew Gough, Birmingham

All right, I was feeling a tad devilish that day. Thanks for the info (even if it was a bit blimmin' boring). I knew you wouldn't let me down.



HIT AND MYTH

Dear TMB,
Here are some questions I would like you to answer.
1) Will there come a *Myth II*?;
2) Does the C64 have a better scroll than the Amiga?
3) Can you expand the amount of memory in a C64?
That's all folks!
Kim Daniel Arthur, Norway

1) It's coming out on the Amiga, and I know the System 3 boys are sticking with the 64 so, the answer is yes. (Probably.)
2) 'Fraid not. The Amiga is a touch better (but only because it cheats).
3) No. Your best option is to buy a second-hand C128.

BRAIN ABLAZE

Dear Brain,
What's your favourite colour?
Rob Newton, Carlisle

My absolute fave colour is that special hue of grey (sort of brain-like I suppose). It's just so sexy in every way, don't you think? Apart from that, I do so like that warm shade of Gamma ray that you get on a wavelength of about 10^{-14} metres.

WOLFISH GRIM

Dear Mighty Brain,
Please print this letter because if you don't I'll make you play *Dick Tracy* for an hour without falling asleep. So now you're suitably frightened you'd better answer some questions.
1) Is there an *Operation Wolf III* coin–op?
2) What is the cheapest disk drive available? (The cheapest good one that is.)
3) The power-packs are great. I think a *CF* tape case would be a good idea too because the power-packs look really good together (and I've got lots of them).
Owen Tromans, West Midlands

1) There are only so many digital terrorists you can slaughter before you go all squiffy. So *Op Wolf III* was (perhaps wisely) not brought out.
2) The Commodore 1541 is cheap, and without being exceptional, is still a good buy. Flick through the ads in this issue for the best deal.
3) It's a good idea, and well worth serious consideration. I'll pass it on to the veggies for you.

TOUCHDOWN

Dear TMB,
I am a very keen American Football fan, and so was over the moon when the excellent *TV Sports Football* appeared. But, when I got round to buying it (about one month after first seeing it) I was utterly peeved off when my local computer shop told me they could not get their hands on it. I was informed it had been deleted. Why was this, and how can I get a copy?

I hope you will be able to help me, seeing that you are the brainiest brain alive.
Timothy Kay, Lancs

The shop keeper is obviously a few yards short of a touchdown. *TV Sports Football* is still alive and kicking (groan). Call publisher Mirrorsoft on 071 928 1454.

HERE TODAY...

Dear TMB,
How many C64 mags are there apart from *Commodore Format*?
Jay Cordingley

They seem to come and go so often it's getting tough to keep track.

SERIOUS STUFF

Dear TMB,
You have had requests for reviews and programs on the covertape of a more serious nature such as wordprocessors and the like but, as you say, there is always a lack of magazine space.

I would like to set up a disk (or tape) magazine which is exclusively for non-game articles – like a massive Techy Tips section. Instructions, articles, letters, pleas for help etc, would be on one side of the tape/disk, and reader's programs on the other, eliminating the need to type in programs and also allowing large programs to be used.

I would like other *CF* readers to write to me with their views, ideas or even articles to help me set this up. It would probably be produced monthly or bi-monthly and would cost about £1.20 to cover the cost of the tape/disk, postage and packing.
Paul Kerwin, Cheshire

Lovely idea. Anyone interested should write to Paul at 18, Oval Drive, Dukinfield, Cheshire, SK16 4XB. But don't forget that we do intend on covering any new serious programs that appear.

OCEAN SPECIFIC

Deat TMB,
What is the difference between Ocean and The Hit Squad?
Lewis Lamonby, Manchester

Not really very much at all. They are both part of the same company (based in your area). Ocean itself takes care of all the full-price games, and The Hit Squad is the firm's 'label' for its budget re-releases.

CHART ATTACK

Dear TMB,
After hours and hours of work (well, five but anyway) I have dcompleted these special charts. They are based on *CF*'s charts (oddly enough) and are a summary of how well software houses did between April and September 1991 (we fget *CF* very late down here). I award a company points for how lonhg and where a game sits in the charts, so here goes:

1. Virgin 370 pts
2. Ocean 350
3. Imageworks 350
4. Codemasters 283
5. Thalamus 242
6. Beau Jolly 192
7. System 3 120
8. Digital Integration 96
9. Rainbow Arts 90
10. US Gold 88

Luke Marbury, Victoria, Australia

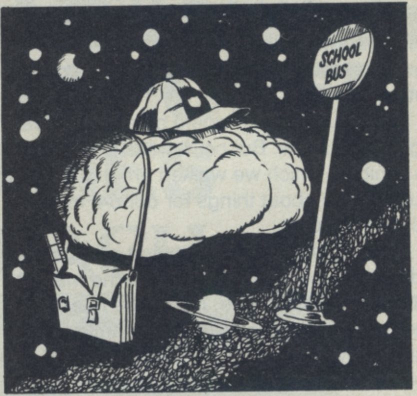
Nice idea Luke, but that table doesn't show which are really the most popular software houses. I reckon Ocean (yes, those guys again) would be tops in such a chart, with US Gold coming second.

BRAIN IN TROUBLE

Dear Mighty Brain,
Ah, at last I've managed to reach my long lost cousin. Well, you've certainly managed to do well for yourself. Grandad would have been very proud. Too bad that you've associated yourself with a bunch who have about as much intelligence as a lobotomised toilet brush (I mean the *CF* reviews team and Roger Frames).

Please reply, so we can get together and have some dinner.
Yours, The Super Brain, Waterford, Ireland

Oh good grief. It's my brainy cousin from Ireland. Er, no, I'm terribly sorry but this brain is an imposter. I've never had a cousin called The Super Brain and I hope I never will. Nothing personal, SB.



Shared school day memories or some kind of scam?

SOMETHING OLD...

Dear TMB,
I have a couple of questions...
1) Can old disks be used in new disk drives?
2) Will you be doing any more ofers like the *Graphic Adventure Creator* on the cover of *CF16*?
3) Will *Robocop* be on tape, cartridge or disk.

1) Yes, there's no reason why not.
2) We've got some pretty neat ideas for future offers.
3) It wll probably be on all three.

PIRATE AHOY

To the one with the really big head,
I know a mate who is copying software. What should I do about it?
Name and address supplied

There's nothing really wrong with copying software for your own use (though, technically speaking it's against the law). But if he's passing on these copies you should tell him he's bang out of order (and a bit of a prat really).

FIGHTING TALK

Dear TMB,
Is *Final Fight* any good?

No, it's crap. That might sound harsh but you've got to be cruel to be kind.

ACTION REPLAY

Dear TMB,
1) Do you need an Action Replay cartridge to cheat in games?
2) How old are you?
Chris Peers, Manchester

1) Action Replay POKEs are different from normal cheats. They are fantastic fiddling devices but not necessarily essential for devious gamebusting tricks.
2) We're talking telephone numbers, eons, millennia – sorry but you'd never get your head around it.

THIS IS THE BBC

Dear TMB,
1) I read somewhere that it is possible to connect any piece of hardware to another so long as you have the correct connection equipment. Does this mean the BBC Micro (yes, they do still exist) disk drive or mouse can be connected to the C64?
2) I'd also like to ask Roger Frames if he's just got freckles or whether he badly needs some Biactol spot cleaner?
Ivor Computer (!), Aylesbury

1) You'd need a degree in electronics to do it, so yes, it is possible, but hardly practical. Actually, it's a mad idea, kind of like glueing matches together to make a life-size model of St Paul's Cathedral.
2) I understand Roger did have a spot once, and he spent about three days showing everybody he could the gruesome article. The poor boy was very distraught when it finally gave up the ghost and disappeared.

A LITTLE QUICKIE

Dear TMB,
You pick letters for the daftest reasons, don't you. Is that wise?
Jack Hanson, Nottingham

Not necessarily.

NO SHOW AT THE SHOW

Dear Sir,
I'm writing to you to have a moan about the recent computer show at Earl's Court 2, on November 17th. Here goes.

Now, my boys have a C64, so when we read in your *Commodore Format* – a great magazine – that there was going to be software and hardware for all Commodores, including the 64, I thought I might be able to get some add-ons for, as well as a few games for Christmas presents. So my wife sent for some tickets, via your mag. We're new to computing and only just finding our feet, as it were.

We thought that it would be a great idea to go to the show. But no. It wasn't. Out of all the exhibits, which we walked around for five hours asking about things for our 64, most could not help us.

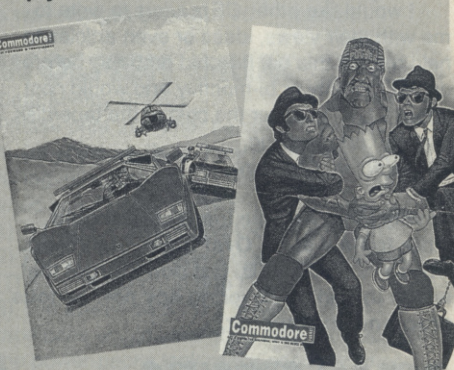
It was interesting to see what new games and things would be coming onto the market in the future. But, to me, it seemed nearly everybody was flogging this new Amiga 500. That's okay if you had the dosh but C64s seemed to be a dirty subject at this show. The people on the Ocean and System 3 stands were very helpful but to the rest, 'Boo.' The Commodore stand itself was no help at all. They were more interested in flogging the CDTV. Very nice if you've got £700 to spare but I was just trying to get an Action Replay cartridge and nobody on the stand knew what I was talking about.
N Smith, London

The World Of Commodore show was hijacked by the Amiga owning fraternity. We have told the powers that be that this massive imbalance should be redressed at next year's show by having a C64-dedicated section.

NUMERO UNO

Dear TMB,
I am annoyed when people criticise others who number their questions, because with numbers it becomes easier to look up an answer when you have just read a question. So here are some numbered questions.
1) Will there be a coin-op conversion of *Super Pang*?
2) I have got *Shoot 'Em Up Construction Kit* but I don't have a manual. Could you give me some tips?
3) Why wasn't there a poster in *CF14*?
4) Please, please, please put adverts on the backs of posters as my *CFs* all end up missing a review and a page of Roger Frames.
5) Could you warn us if we have to re-load a demo after losing a life or completing it?
Thomas McWilliams, Stafford

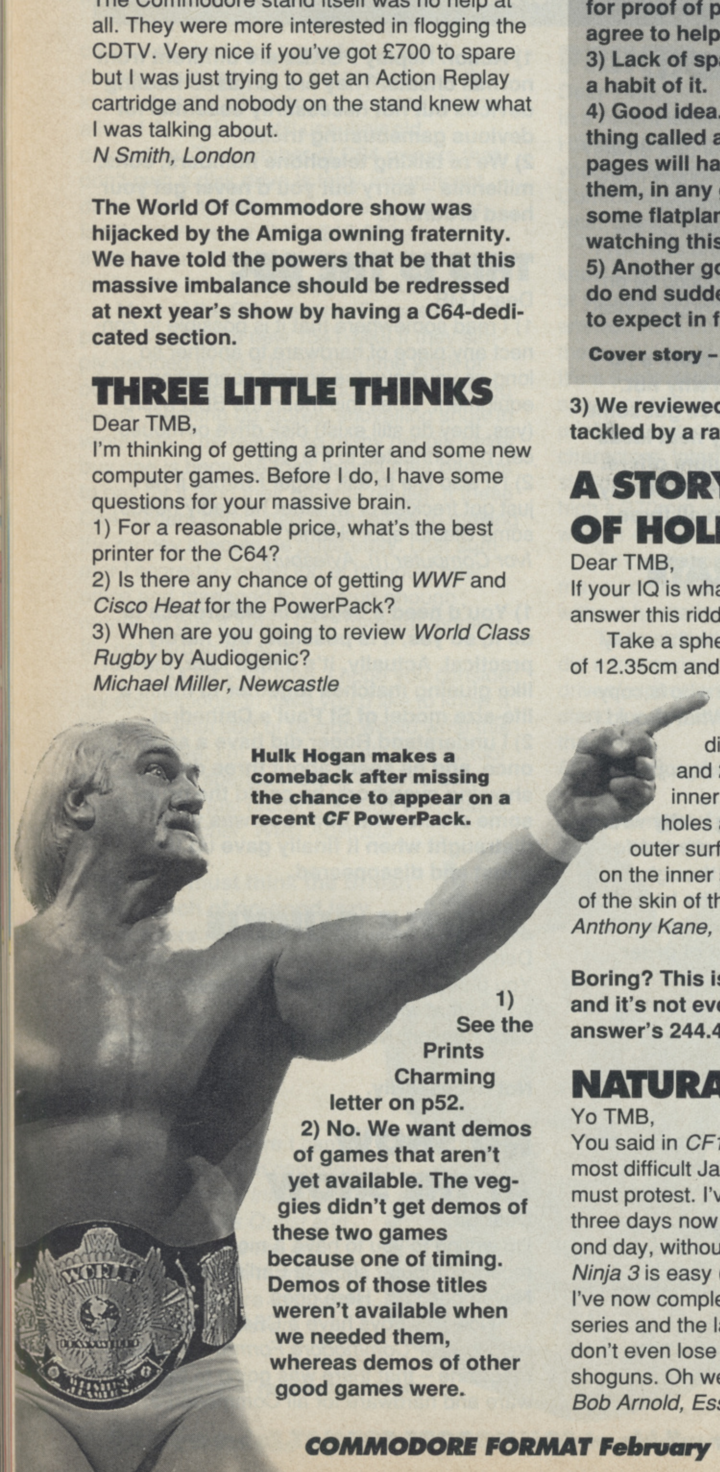
1) Yes. But don't hold your breath.
2) Assuming you've got a legitimate copy, Gremlin (who are the publishers of the re-released budget version) should be able to help you. Call them on 0742 753423. They may ask for proof of purchase before they agree to help you.
3) Lack of space, sorry. We won't make a habit of it.
4) Good idea. The veggies use something called a flatplan to determine which pages will have adverts or articles on them, in any given issue. They'll see what some flatplan juggling can achieve. Keep watching this space.
5) Another good idea. Sometimes, demos do end suddenly. We'll tell you exactly what to expect in future.



Cover story – our centre page poster takes pride of place.

THREE LITTLE THINKS

Dear TMB,
I'm thinking of getting a printer and some new computer games. Before I do, I have some questions for your massive brain.
1) For a reasonable price, what's the best printer for the C64?
2) Is there any chance of getting *WWF* and *Cisco Heat* for the PowerPack?
3) When are you going to review *World Class Rugby* by Audiogenic?
Michael Miller, Newcastle



Hulk Hogan makes a comeback after missing the chance to appear on a recent *CF* PowerPack.

1) See the Prints Charming letter on p52.
2) No. We want demos of games that aren't yet available. The veggies didn't get demos of these two games because one of timing. Demos of those titles weren't available when we needed them, whereas demos of other good games were.
3) We reviewed it last ish, where it was tackled by a rating of 55%.

A STORY FULL OF HOLES...

Dear TMB,
If your IQ is what you make it out to be, answer this riddle.

Take a sphere with an external diameter of 12.35cm and a skin thickness of 6.52mm. 13 holes are cut into the skin. 9 of these are 2.38cm in diameter on the outer surface and 2.29cm in diameter on the inner surface. The remaining 4 holes are 1.97cm in diameter on the outer surface and 1.78cm in diameter on the inner surface. What is the volume of the skin of the sphere?
Anthony Kane, Devon

Boring? This isn't a riddle, it's maths – and it's not even calculus. Anyway, the answer's 244.45 cm³.

NATURAL NINJA

Yo TMB,
You said in *CF15* that *Last Ninja 3* was the most difficult Japanesey game around. Well, I must protest. I've owned *Last Ninja 3* for three days now and I completed it on the second day, without cheating. Now, either *Last Ninja 3* is easy (too easy) or I'm a natural. I've now completed all three games in the series and the last one was the easiest. I don't even lose a life on the first four shoguns. Oh well, that's about it. Bye.
Bob Arnold, Essex

Well, after doing the first two, you should be a natural. Anyway, what the veggies think and what I think are two completely different things. Remember, great minds don't think alike. They think differently.

SAYS IT ALL

Dear TMB,
I'm writing to comment on the unparalleled excellence of The Mighty Brain (**by all means – TMB**) in *Commodore Format*. You are without doubt the most intelligent and humerous organism ever to grace mankind with its presence. The intelligence, the wit, the class and the style of your replies can only be described as phenomenal. Your infinite knowledge, combined with intelligent humour, make sure you not only teach but also entertain us with your answers. You are in my mind without the faintest shadow of a doubt the ultimate physical and mental specimen. Forever at your service,
Zoltan, Planet Z

Agreed.

BLACK KETTLES

Dear TMB,
I am writing to you to tell you that I'm getting a bit fed up with people who write letters to you slagging other people's letters...
Ian Stewart, Dundee

He says, slagging off other people who write letters slagging off other people...
Come back next month, when I'll be solving the riddle of navel fluff.

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INSIDE IN

This month's ton of techie treats contains a rash of raster writings. So whether you're a hard-core techie and know all about IRQs, or if you thought rasters were just cool dudes in big hats, Paul Lyons has something for you.

So, just what is a raster? To answer this you have to think about how exactly the C64 puts pictures onto the screen.

Because of the way the TV works, it's not enough for the C64 to just send a picture and then stop – the screen would go black in a fraction of a second – because a TV has to be continually told and re-told what to display. Even on a completely still, plain blue screen, the C64 has to keep sending a signal to the TV.

Which is where rasters come in. To make a picture on the screen, a fine beam of electrons scans the screen, one horizontal line after another. These fine horizontal lines are called rasters. To make a steady picture, TVs re-scan every single line around 50 times per second. When you the C64 sends a signal to the TV, it's telling this fast scanning beam what colours to display.

Normally we let the computer interpret our graphics commands and work out what signal to send, but by POKEing the right bits, we can do all sorts of things by interfering with the rastering system. It's the key to a catalogue of useful effects, from split the screen into different colours to displaying dozens and dozens of sprites at once. Here are a few raster routines from Inside Info readers. If you use them in a program of your own, we'd like to hear from you, so let us know how you get on. Now then, get your Pay Attention hats on and you'll be making magic...

MYSTERIES OF MULTIPLEXING

Dear Inside Info,

I haven't made any programs to show ya, but instead I need to know how to make a sprite multiplexor. I've tried, but the sprites flickered badly. I hope that you could please help me with this.

Michael Toet, Warragul, Victoria, Australia

Michael, this is a very complex process and it would take pages for me (or even TMB) to explain and print a good routine. But what I can tell you is how a good sprite multiplexor works.

The C64 only allows you to use eight sprites at a time. However, if you split the screen using a raster interrupt, you can fool it into allowing you to have two lots of eight sprites. If you split it again, you can have another eight sprites and so on. However this causes problemsbecause it means you can only have eight sprites in each separate bit of the screen and sprites can't cross from one section to another. But you can split the screen down to as small a unit as a single raster line. This means you can have eight sprites on each individual line at any one time! Ah, I hear you saying, but doesn't that mean they the sprites are stuck on that line and can't be moved around? Yes, it's true that you can't move the sprites off the line, but you can swap the whole line with another line, moving the sprites with it. Clever, huh?

As you start to move raster lines around you need to keep track of the order they are in. To do this you create a table, which lists the sprites in order, according to their Y position. Then every time the raster scan reaches the bottom of the screen, you check each sprite's Y position and re-sort the table, so as the raster scans down the screen it displays the lines (and the sprites) in the correct, new order.

RASTER RIDDLES

Dear Inside Info,

My name is James, another reader from across the world in Australia. Below is a listing that produces 'fllashing raster bars' up and down the screen. It will then wait for a key to be pressed before ending. It could be used as a 'press any key to continue' subroutine, when displaying text in a program. The SYS 49152 in line 60 is what makes it work.

SEE LISTING 1: THE RASTER BARS

If the Raster Compare Bit ($D019) is set and the corresponding bit in ($D01A) is set to 1 (enabled), what happens? In other words, what happens when an interrupt is enabled and generated? The Programmers Reference Guide is a bit vague in this area (or at least I can't understand it). Your help would be gratefully accepted.

James Gourley, Yanakie, Victoria, Australia.

Well, that's a good question. A very good question. In fact, it's such a very, very good question I decided to ask C64 graphics games supremos John and Steve Rowlands (of *Creatures* fame). They said: $D019 is the Interrupt Flag Register and

HIGH-RES HI-JINKS

Dear Inside Info,

I was flicking thorugh an old copy of *CF* when I saw a piece on high-resolution graphics. You asked for more of the same, so I have sent this little program. This routine clears the screen first and then sets it for hi-res graphics. Instead of having to wait about 30 seconds for the screen to clear each time you reboot, this program does it in less than half a second. It first clears the area $2000 to $4000 and then sets the screen colour to the value in $02.

```
10                    FOR T=49200 TO T+61:READ A;POKE T,A:C=C+A
20                    NEXT T: IF C<>9399 THEN PRINT "DATA ERROR":END
30                    IF C=9339 THEN PRINT "START AT 49200"
100                   DATA 120,169,0,162,32,133,251
110                   DATA 134,252,145,251,200,208,251
120                   DATA 230,252,166,252,224,64,208
130                   DATA 243,169,59,141,17,208,169
140                   DATA 29,141,24,208,169,200,141
150                   DATA 22,208,169,4,133,252,165
160                   DATA 2,145,251,200,208,251,230
170                   DATA 252,166,252,224,8,208,243
180                   DATA 88,96,0,0,0
```

To use it just POKE the location $02 with the screen colour you want and run the routine. Now add your program on the end of the hi-res cleaner and off you go.

Richard Martin, Castle Bromwich, Birmingham.

NFO

D01A is the Interrupt Mask Register. Together they allow the source of any interrupt to be identified and enabled (or disabled). For example, imagine you want to jump to a subroutine when the raster scan reaches a particular point. First you set bit zero of $D01 to turn the interrupt mode on. Then you write the value of the screen point you want to jump to, into $D012. As the lines are scanned, the value in $D012 continually changes. And when the raster scan reaches the point you set, $D019 will be set to 1. And if you've set the IRQ vectors properly you will jump to the correct place.

RASTER SPLIT

Dear Inside Info,
This program splits the screen and changes the colour by use of the raster latch at $D012, $D019 and $D01A. The program runs under IRQ interrupt so BASIC can still operate while the screen is split. The colours and the splits in lines 130-150 are just examples. At the end of line 40, the reversed out 'E' puts the text in white (so it's easier to see) and is typed by holding down [CONTROL] and pressing '2'. If you choose to make the background white, then you'll need to choose a different colour for the text (you can go through all the colours by holding down [CONTROL] or the CBM key and typing a different number.

SEE LISTING 2: SCREEN SPLIT

When changing the lines, remember to use the rules below.

- Only lines 130-299 can be altered.
- Lines altered or added must be structured like this:

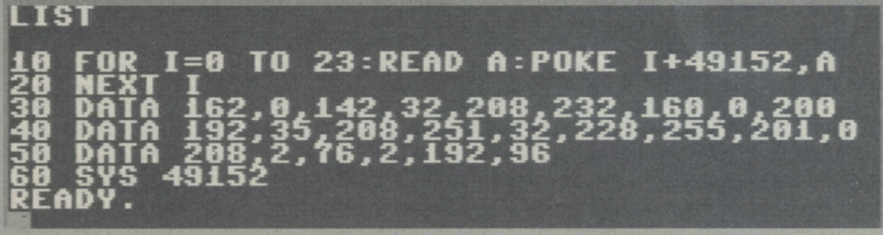
```
[line number] DATA 169,[split line
no],162,[colour],32,87,192
```

- In addition, the raster split positions must be between 50 and 255 and they must be in numerical order.
- The colours are the standard C64 set, 0-15.

MAKING THE C64 CONNECTIONS

A couple of months ago, we printed the first part of a series on connecting your C64 to the outside world. Since then we've had lots of letters asking when the rest of it is going to appear. Don't worry, the following instalments are on their way, so keep those eyes peeled.

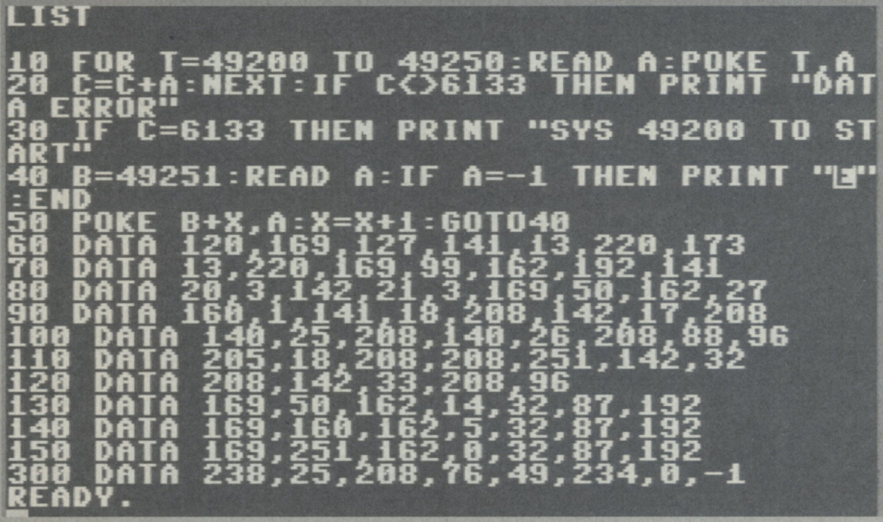
Raster wrangles



```
LIST

10 FOR I=0 TO 23:READ A:POKE I+49152,A
20 NEXT I
30 DATA 162,0,142,32,208,232,160,0,200
40 DATA 192,35,208,251,32,228,255,201,0
50 DATA 208,2,76,2,192,96
60 SYS 49152
READY.
```

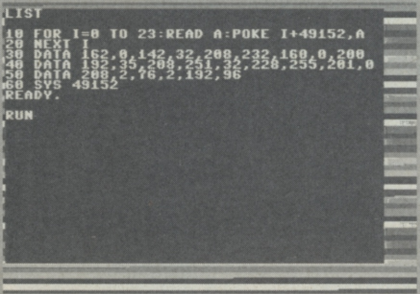
Listing 1: The loading listing. This listing will produce flashing multicoloured bars in the border (like loading bars) until any key is pressed.



```
LIST

10 FOR T=49200 TO 49250:READ A:POKE T,A
20 C=C+A:NEXT:IF C<>6133 THEN PRINT "DAT
A ERROR"
30 IF C=6133 THEN PRINT "SYS 49200 TO ST
ART"
40 B=49251:READ A:IF A=-1 THEN PRINT "E"
:END
50 POKE B+X,A:X=X+1:GOTO40
60 DATA 120,169,127,141,13,220,173
70 DATA 13,220,169,99,162,192,141
80 DATA 20,3,142,21,3,169,50,162,27
90 DATA 160,1,141,18,208,142,17,208
100 DATA 140,25,208,140,26,208,88,96
110 DATA 205,18,208,208,251,142,32
120 DATA 208,142,33,208,96
130 DATA 169,50,162,14,32,87,192
140 DATA 169,160,162,5,32,87,192
150 DATA 169,251,162,0,32,87,192
300 DATA 238,25,208,76,49,234,0,-1
READY.
```

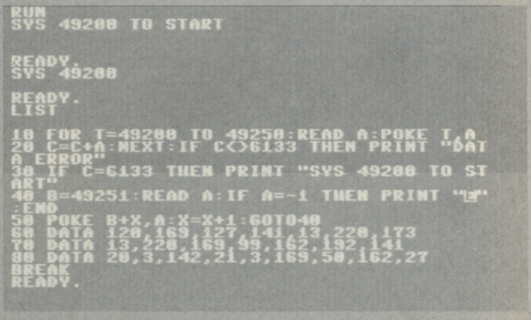
Listing 2: The raster split listing. After RUNning, typing SYS 49200 will split the screen background into two different colours – which you can alter to suit your own uses.



```
LIST
10 FOR I=0 TO 23:READ A:POKE I+49152,A
20 NEXT I
30 DATA 162,0,142,32,208,232,160,0,200
40 DATA 192,35,208,251,32,228,255,201,0
50 DATA 208,2,76,2,192,96
60 SYS 49152
READY.

RUN
```

Listing 1 – the effect. Can be used as a flashy 'press any key' routine.



```
RUN
SYS 49200 TO START

READY.
SYS 49200

READY.
LIST

10 FOR T=49200 TO 49250:READ A:POKE T,A
20 C=C+A:NEXT:IF C<>6133 THEN PRINT "DAT
A ERROR"
30 IF C=6133 THEN PRINT "SYS 49200 TO ST
ART"
40 B=49251:READ A:IF A=-1 THEN PRINT "E"
:END
50 POKE B+X,A:X=X+1:GOTO40
60 DATA 120,169,127,141,13,220,173
70 DATA 13,220,169,99,162,192,141
80 DATA 20,3,142,21,3,169,50,162,27
BREAK
READY.
```

Listing 2 – the effect. by changing the data lines you can alter the split and the colours.

We want info!

If you have any questions you want answering, tips for other C64 techies, small, but snazzy chunks of code or BASIC listings or just about any odd but interesting piece of info about the C64 – we want it! Send your missives to:

Inside Information, Commodore Format, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW.

Remember to provide us with your name and address. If you send us a tape or a disk, please put your name on that as well. Oh, and send us a print-out or written copy of whatever it is that's on the tape, please.

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It's the Commodore Format/Mindscape disk drive give away!

As C64 owners we all have a love-hate relationship with, that slow-but-not-always-sure add-on, the C2N tape unit. Those of us who have discovered the joys of the still-slow-but-really-pretty-spiffy 1541 disk drive, know what a fabulous thing it is to be able to load a game in two instead of twenty minutes. Plus there are lots of games that have extra features (such as save game) when you have access to a disk drive.

Now Commodore have launched a new version of the 1541, cunningly called the 1541 Mark II. It's still as speedy as the original 1541, but now that the power pack is on the outside, it's even more reliable. And as if to celebrate this pack, those bodacious dudes at Mindscape have two 1541-IIs and a whole host of Mindscape games to give away!

Each of our two disk drive winners will also get a copy of soon-to-be-released *Paperboy 2* (on disk, of course) and a copy of the most excellent *Ultima VI.* Nominated last month as one of *CF*s All-Time Top Ten Essential Mega Games, Ultima VI is argueably one of the deepest, most satisfying and best role-playing experiences ever available for the C64. It has a whole world waiting to be discovered, a galaxy of characters to converse with and a universe of puzzles to be unravelled.

WIN

Disk owners runner-up prizes

If you've already got a disk drive (you greedy person, you) and you don't win another one, you can still win something to console you in your loss. Thanks to Mindscape, we've got another eight copies of their disk-only adventure classic, *Ultima VI.* Just remember to mark your entry "I'M A DISK DUDE" and you could be hack-and-slashing with the best of them.

Tape owners runner-up prizes

If you're a tape user and you don't win one of our fabulous disk drives, never fear – you can still win with *Commodore Format.* We've got another eight copies of *Paperboy 2* on tape to give away. So, if you don't already have a disk drive, remember to mark your entries "I'M IN TAPE TORTURE" and if you don't win a first prize, at least you could have your very own copy of *Paperboy 2.*

All you have to do to win a disk drive of your very own is answer these three incredibly simple questions.

1. What classic arcade game is *Paperboy 2*, the sequel to?
2. Name 3 games in the Ultima series that came before Ultima VI.
3. What's the name of the port on the back of the C64, where you plug in the lead to a 1541 (Mark II) disk drive?

Jot your answers down on a postcard, along with whether you're a disk or tape user, and send them to:

Does Paperboy Have Cardboard Parents?
Commodore Format,
30 Monmouth Street,
Bath.
AVON BA1 2BQ.

All entries must reach us by 31st March 1992. Oh, and if any employees of Future Publishing or Mindscape enter, we'll even take their tape drives away and they'll have to spend the rest of their lives in the Hell of the Infinitely Long Type-In.

THE CLYDE GUIDE

Join us as we join John and Steve Rowlands of Apex for the continuing exploits of two game designers with a dozen ideas a minute and a deadline. As the final day closes in, the boys think, 'Blimey, we better start programming this game then!' And lo, they set about their work...

MONDAY 11TH NOVEMBER

John: Yo! The Apex boys are back. We're still here, kicking it into '92. By the time you read this, you'll already be stuffed with turkey and pud but we've still got that to look forward to.

Anyway, back to today, which doesn't rate highly on my 'creative days' meter. All I've been doing is debugging the interlude game (yawn). But it's completely finished now. No more bugs left to fix. Famous last words...

We showed the first full torture screen to Andy Smith (our chief playtester) over the weekend and we all decided it needed a bit of tweaking. Steve would put more stuff into the background to fill it out a bit. I had to work on some more sprites for the top border. After burning the midnight oil a little, I ended up putting in a sun and a flock of birds in the distance. It wasn't essential but makes pretty good polish, which more games should have, these days.

Steve: In case you didn't notice, *CF* 12's covertape featured our interlude game sequence from *Creatures 2*. My task today was to design *CF* their very own background (and of course, it'll be snowing because it's Christmas). Two hours after I started, the graphics are complete, probably the best snow graphics yet. I also had to draw the third instalment of *The Further Adventures of Clyde Radcliffe* for that issue. I did it the same way as the first two but Colin and Sean promised to print it in colour this time. Good.

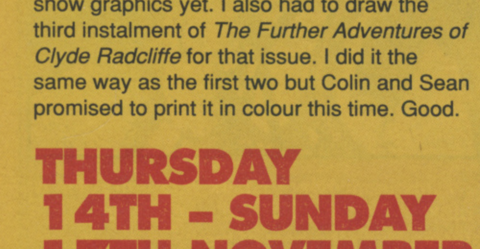
THURSDAY 14TH – SUNDAY 17TH NOVEMBER

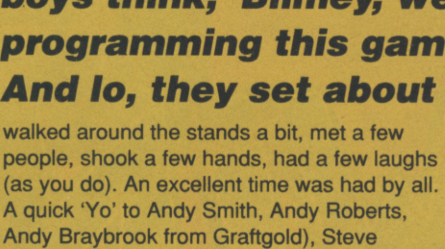
The World Of Commodore Show. We found ourselves at Early Court II for the second time in as many months. The biggest Commodore show of the year gave us a good excuse to consume gargantuan quantities of lager (hic!). We didn't spend all our time at the bar, however, only 95 per cent of it (and you think we're joking). We complemented our boozing expedition by frequenting the waltzer on the Ocean stand – what a great combination that was. Actually, we came up with quite a few good ideas for Creatures 2 with Andy Roberts and Andy Smith. We walked around the stands a bit, met a few people, shook a few hands, had a few laughs (as you do). An excellent time was had by all. A quick 'Yo' to Andy Smith, Andy Roberts, Andy Braybrook from Graftgold), Steve Ralling, Mev Dinc and John Twiddy from Vivid Image, Ash Hogg and Dave Clarke from Genesis, Mario Van Zeist and everyone we chatted to.

WEDNESDAY 19TH NOVEMBER

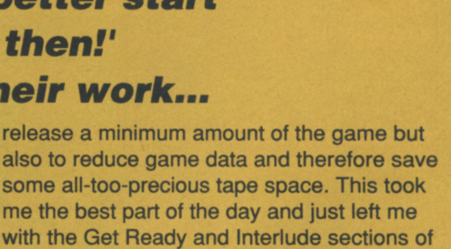
John: With the graphics for the *Creatures 2* demo nearly finished, it's about time I started coding it. The first thing to do is to empty the game of all the code which won't be needed (eg torture screen routines, title routines and so on). The reason for this is not only to release a minimum amount of the game but also to reduce game data and therefore save some all-too-precious tape space. This took me the best part of the day and just left me with the Get Ready and Interlude sections of the game.

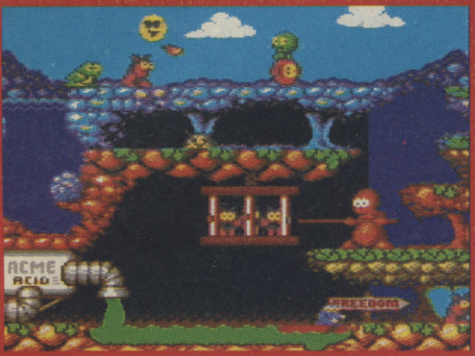
Steve: A few days ago, John had just programmed a gaggle of gaggling geese which flew peacefully through the air. Well, as usual, there was some re-design necessary. In the editor the birds looked really rather nice. It was a slightly different story when we included them in the game, however. It was a few hours of real work that did the trick – the crows, flamingos or whatever they were are now looking a lot better. By the way, the only reason why I can't make up my mind about which kinds of birds they are is that they're only three pixels wide each and don't really look like any kind of bird in particular.


Hankies out for the sweaty tropical scenes.

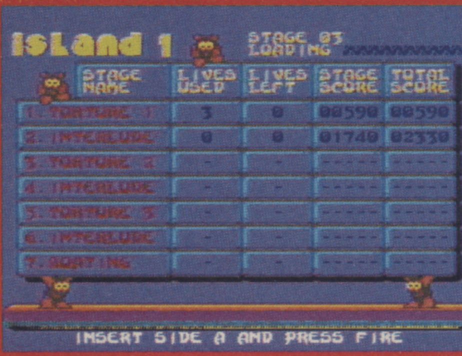


Hey, let's play frizby, guys.


Eek, Clyde in horror spook land.



You've got to watch out for that green sludge, or you'll end up with disintegrating Fluffies

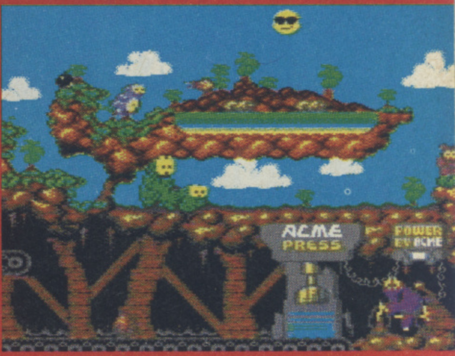


ISLAND 1 STAGE 03 LOADING

STAGE NAME	LIVES USED	LIVES LEFT	STAGE SCORE	TOTAL SCORE
1. TORTURE 1	3	0	00590	00590
2. INTERLUDE	0	0	01740	02330
3. TORTURE 2	-	-	-----	-----
4. INTERLUDE	-	-	-----	-----
5. TORTURE 3	-	-	-----	-----
6. INTERLUDE	-	-	-----	-----
7. BOATING	-	-	-----	-----

INSERT SIDE A AND PRESS FIRE

You've got to keep in touch with what's happening with all those Fluffies flying around.



More bug eyed thingies. We've made quite a collection of monsters over the years.

FRIDAY 21ST NOVEMBER

John: I've uploaded Steve's demo graphics into the game and have got my snowflakes to appear behind them (all 720 of the suckers). It's amazing the amount of difference a snowstorm makes, as the screen looks a hell of lot better in the game than it does in the editor (without any snow). Next, I set the number of fuzzies that you have to save, together with the time limit for saving them. I found the stage incredibly easy to complete but I'd been playing it for months, so that wasn't a very good verification of the screen's difficulty level. We needed someone who hasn't played the game before, so enter Tracy Matheussen (my girlfriend). There was only one problem: she found it very hard. In fact, she found it very hard to save one fuzzie (sigh). So we set the difficulty to what we thought wads reasonable and just hoped (you'll know by now, whether we got it right or not).

Steve: Have any of you ever made an audio lead to link your 64 to a stereo system? Well I've made a few. Our C64, C128 and Amigas all have these cables and none of them seem to work properly. When the computer is playing sounds, the stereo crackles a little and sometimes loses a channel but when I give the joints in the cable a squeeze, it all works. John keeps saying, 'You'll blow a chip like that,' so I think it's time to fix it. These leads were made a considerable time ago, when the connection were made by twisting the wires. I now believe this to be insufficient. And you know how it is between me and my soldering. Looks like we're going to spend a little more time together before I get back to writing more music.

Happy sunshine in Clyde-land.

THURSDAY 28TH NOVEMBER

John: As the standard Level Complete screen is going to be released in the game, we couldn't give it away with the demo, could we? So I've spent the last few days creating a Demo Complete screen. Seeing as there was a lot more memory available for me to use on this, I did. The result is a lot more impressive than it would otherwise have been. As I write this, the finished demo is winging its way to the *CF* office. If you got last month's *CF*, you'll know what it looks like by now as well.

Steve: The audio leads are working, so I thought I might put some music together. The most needed piece of music at the moment is the Level Complete tune and I have some well cute riffs to put in it. At this point, the composition bursts into a euphonious multi-voice arrangement which includes some great harmonics yet still retains a melodically happy sound in a cute sort of heroic way *(Zzzzz.... Ed.)*

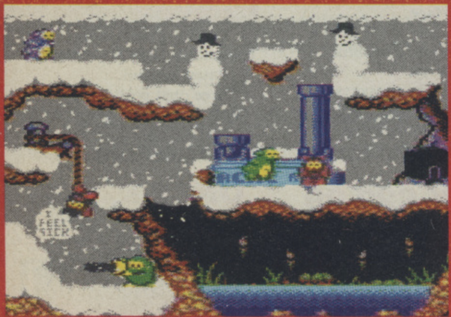
TUESDAY 3RD DECEMBER

John: I've been working on the memory structure of the game, adjusting it slightly to allow a new piece of music to fit in. It replaces Clyde's death music from *Creatures*, and is slightly larger (and a lot better). But as I've got very little spare memory, I have to reorganise some routines so I can get back the bytes I need. With this done, I can continue to program the snow torture screen (if I can remember what I was doing last time I touched it.

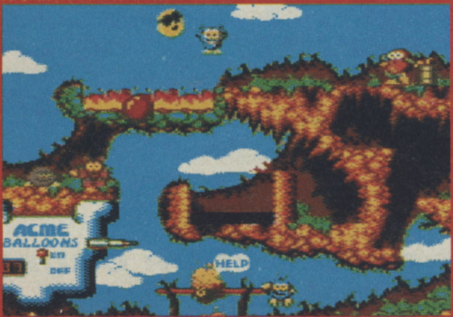
Steve: You may remember that I had started torture screen F, the one that features a ghost. It also needs a creature to guard the entrance, so it's off to work I go.

After a few minutes playing around with some sprite ideas, I decide that this guard monster needs to have big, cute bug eyes. All good guard monsters look that way, I figure, so I'll just have to get stuck in. There's no point in changing things. It's also going to have a cute little tail and a cute little mouth with a pair of cute little feet (I like cute, okay!). As this little fella is destined to be startled by the ghost, it's time to do the 'Oh my god, I can't believe my eyes' (or eye-popping) animation of this creature, which also looks pretty cute (needless to say).

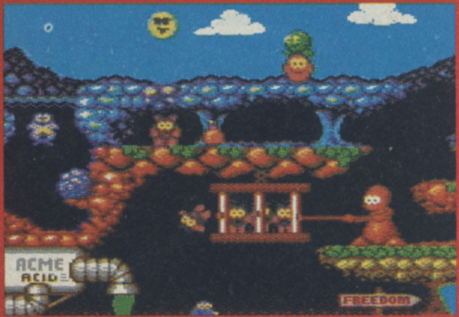
After my cute creation has been startled in this way, he runs off the screen in a cute-ish whimpish frenzy (surprise, surprise). Anyway, enjoy the review. Until next time...



And onto the snow screen. It's freezin'



Lordy knows what's going on here.



Jump on the ugly thing to win this screen.

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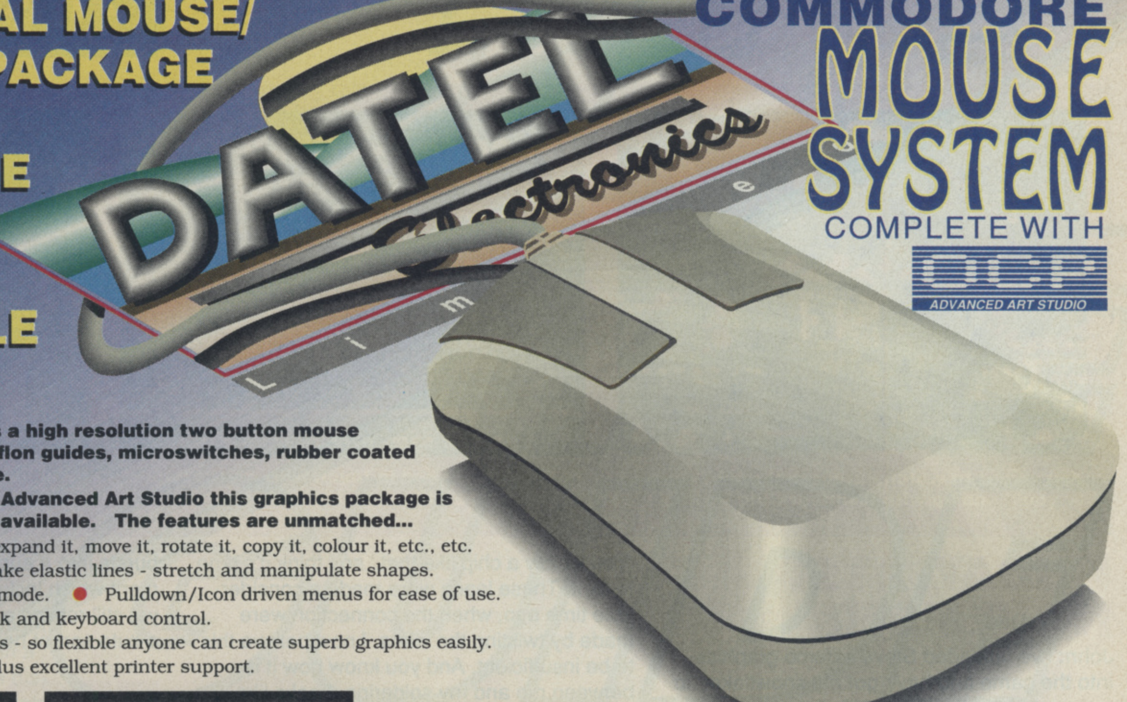

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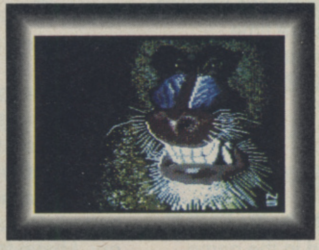

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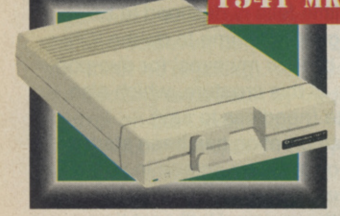

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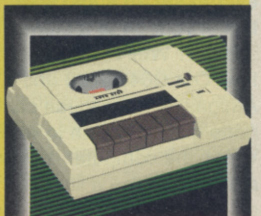

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CARTOON COLLECTION

Dizzy might be the biggest budget hero those Codemasters fellows have come up with, but he's certainly not alone. The *Cartoon Collection* offers the chance to meet four other fluffters from the Coders' programming den.

Seymour At The Movies is the only original game in the package – and it's a goodie. The game is in the usual explore, collect and talk-'em-up style that we've come to expect but this is no bad thing – the Codies seem to do it better than anyone else anyway.

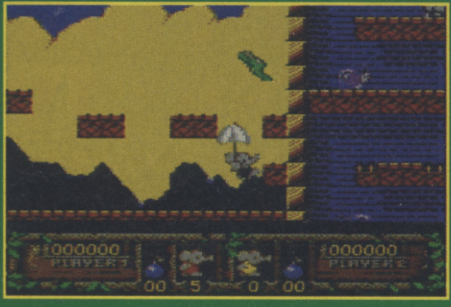
Seymour's due to star in the latest blockbuster movie in Hollywood. But when the turns up to start filming, he finds the studio in chaos. Someone has to fix the studio, find the script and all that kind of stuff.

Seymour's visit to Hollywood is chocked to the gills with detail, humour and playability. Almost worth £9.99 on it's own...

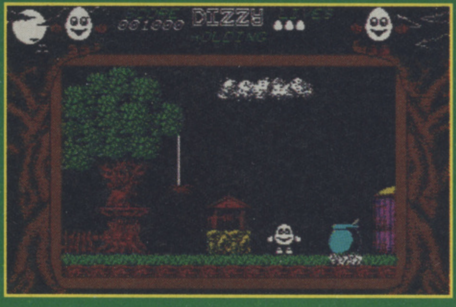
I'm guessing that most of you have tried *Dizzy* already. Our somersaulting and object-collecting pal may well look like a partially hatched egg, but he moves like a dream and provides hours of entertainment.

Dizzy's on a mission, you see. There's a magic potion that can rid the land of the evil Zaks, and (more importantly) athlete's foot. Dizzy must collect the ingredients for the magic potion and mix them all together in an evil wizard's cauldron. Except, of course that the ingredients are harder to find than a talkative badger (!) and the wizard has to be duffed in before he'll allow Dizzy to use his cauldron. A classic, pure 'n' simple.

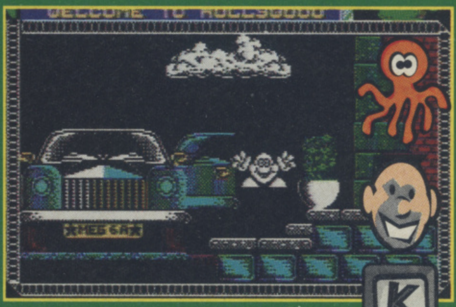
Slightly Magic isn't so hot. Slightly's a wizard who keeps a wistful eye on a beautiful princess. Unfortunately, saucy Slightly can't steam in and get his naughty way because the pair of them have been trapped



He flies through the air with the greatest of ease. Yes, it's CJ the Elephant making like Mary Poppins and parachuting to safety.



Now surely *everyone* knows who this is. The one and only Dizzy surveys the scene at the start of the game that made him a star.



Seymour's so happy he's jumping for joy. Is it just me or is he really just Dizzy in a pair of Doc Martins?

DIZZY'S EXCELLENT ADVENTURES

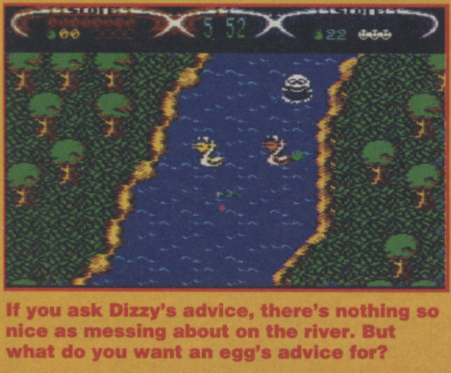
If your head's not spinning after this lot then it never will. The only experience that playing five Dizzy games in a row compares to is three weeks on the waltzers at your local fair – I tried it. And unless you've got the stomach of a concrete elephant, I whole-heartedly suggest you take it easy. But that doesn't mean the games are no good – they are. So let's get stuck in and see what's what.

Spellbound Dizzy comes billed as the biggest and best Dizzy game yet, and it really is a corking game. When Dizzy visits Theo, his local friendly neighbourhood wizard, he inadvertently casts one of the wizard's spells.

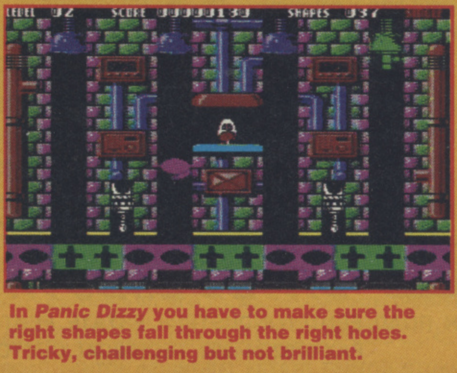
A bish, a bash and quite possibly a bosh later, Dizzy's chums are spirited to a deadly underworld, leaving nothing but a few puffs of smoke and another excuse for a rather stunned Dizzy to be a hero. Dizzy recites the spell again to follow his friends, in the rather big-headed belief that only he will be able to free them. So in you come, joystick at the ready, at the start of another epic adventure.

Collect objects, 'use' them at strategic points to solve the puzzles and have a good exploration session. There are over 100 locations to discover, including wind-tunnels and underwater levels. There's loads to this game, and collecting all the objects you'll need without coming a cropper proves very, very challenging.

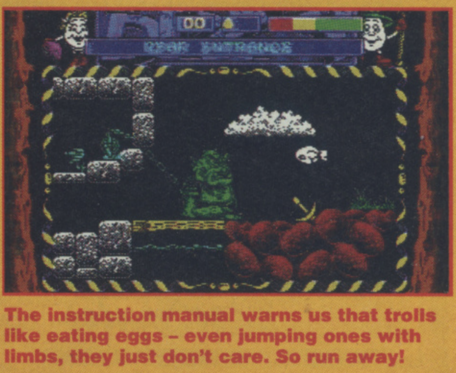
So on to *Dizzy: Prince Of The Yolk Folk*. This is another brand new game but in the traditional Dizzy mould. This time our egg-shaped pal is (in an even more bizarre plot twist than normal, that I won't even attempt



If you ask Dizzy's advice, there's nothing so nice as messing about on the river. But what do you want an egg's advice for?



In *Panic Dizzy* you have to make sure the right shapes fall through the right holes. Tricky, challenging but not brilliant.



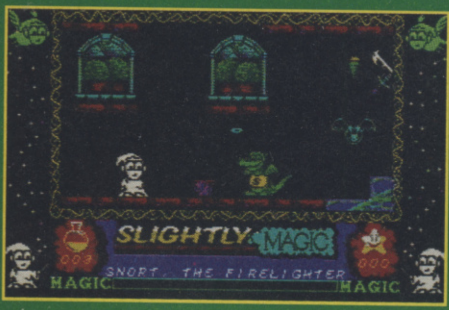
The instruction manual warns us that trolls like eating eggs – even jumping ones with limbs, they just don't care. So run away!

in a dragon's castle. This has put paid quite comprehensively to Slightly's amorous intentions, so he must now use his wit and cunning to win their freedom.

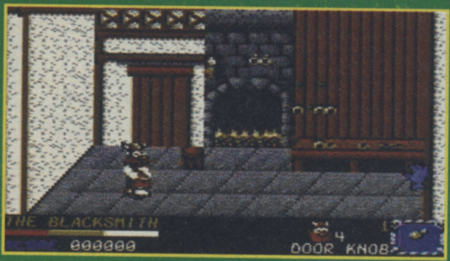
It's a tried 'n' trusted formula but it doesn't work. The graphics aren't up to the standard you'll find in the rest of this pack, the animation is poor and the puzzle element isn't enough to keep the game happily chugging along on its own. So let's all look the other way, and move swiftly on to…

Spike In Transilvania. Meet Spike the Viking. He's miffed off because all his pillaging pals have been imprisoned in a castle. He's got an epic night out on the town planned but he's got to rescue his pals first.

When you collect objects, you have to figure out what to do with them. You meet all sorts of strange characters along the way. They'll do you all sorts of favours if you can provide them with the right present.



Slightly contemplates speaking to the smoke-ring puffing dragon but he musn't get too close or else he'll get barbequed.



Spike forges ahead on a mission to set free his mates from the dungeons (where, frankly, they're better off).

Add to this nifty animation and some vintage arcade action and it all adds up to a lot of fun.

Lastly, we have *CJ's Elephant Antics*. If you're going to tour the world, it's always a good idea to take a trunk. Ha! (*Another joke like that and you're out – Ed*). Ahem. This is a cracking game that was excellent value for money when released as a budget game and is practically now a give-a-way.

There are four levels of arcade platform antics to navigate as CJ the elephant has to puzzle his way across the globe. CJ can fire peanuts and throw bombs at his enemies, as he cuts his swathe through country after country of international baddies. Great graphics, challenging puzzles and a simultaneous two-player option. What more do you want? Four great games, one mediocre – all for £10. That, people, is a barg!

NEIL WEST

Game	**Cartoon Classics**
Publisher	**Codemasters**
Cassette	**£9.99**
Disk	**£24.99**
Release	**Out now**
Contact	**0926 814132**

POWER RATING

THE DOWNERS…

- One of the games isn't much good.
- You may already have most of the games, which would affect its value.

100

86%

- **There's nothing hype-ish about it, at least four of these really are cartoon classics.**
- **The best examples of lightweight but fun arcade adventuring you'll find anywhere (except possibly on the review next door).**
- **At £2 a hit this really is a brilliant bargain.**
- **An essential pack for young and older gamers. A good idea for a pressie.**
- **Just great, especially for those miserable rainy days when you can't be bothered to do anything too taxing.**

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…AND THE UPPERS

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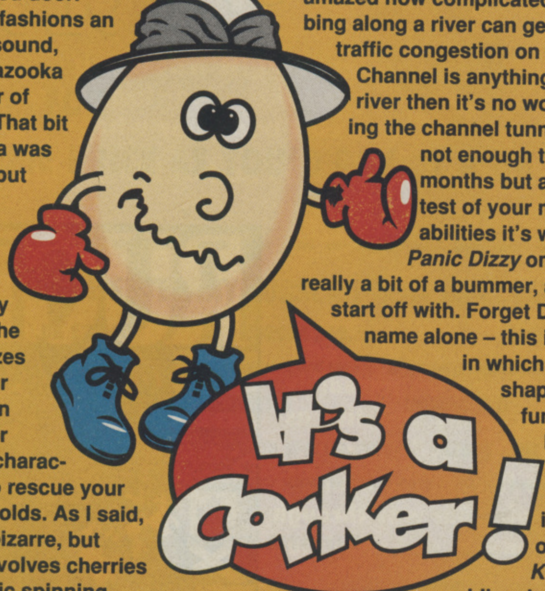
to explain here) trapped in a dungeon. Through the strategic use of a pile of leaves, a box of matches and a jug of water, he must somehow get around the problem of a locked door.

He cunningly fashions an environmentally sound, bio-degradable bazooka in a brilliant taster of what's to come. (That bit about the bazooka was a lie, by the way, but we don't want to spoil it for you.)

The graphics are cracking, the animation is lovely and smooth and the game slickly waltzes along with humour and class. Later on you discover other weird and wacky characters as your bid to rescue your beloved Daisy unfolds. As I said, the plot is pretty bizarre, but suffice to say it involves cherries (lots of 'em), mystic spinning wheels, Trolls, the metabolic rate of Grand Dizzy and Pogie the thieving dog. It's fun.

Dizzy Down The Rapids is also a bit of a hoot, except this time you have to guide Dizzy down a river avoiding crocodiles, birds, logs and all manner of flotsam. You can nudge Dizzy in eight directions and fire at the devilish fiends who get in his way.


It's a Corker!

The action is viewed from above as the river smoothly scrolls from top to bottom. Lovely. It's similar to but better than *Toobin*, and the action soon hots up. In fact you'd be amazed how complicated an afternoon bobbing along a river can get. If the level of traffic congestion on the English Channel is anything like this particular river then it's no wonder they're building the channel tunnel. Maybe there's not enough to enthrall you for months but as an occasional test of your nautical navigation abilities it's well worth a go.

Panic Dizzy on the other hand is really a bit of a bummer, although it's fun to start off with. Forget Dizzy, he's here in name alone – this is a rip-off of *Tetris* in which you have to guide shapes falling down a funnel into particular holes. It gets very, very difficult very quickly. Ultimately, it lets down the other games. Boo!

Kwik Snax, another oldie, places our hero in a series of five *Pacman*-style mazes. Dodge the baddies, collect bonuses along the way and guide your chums to safety. It could do with being just a little faster but it's still an entertaining challenge, like *Dizzy's Excellent Adventures* in general. And that's official.

NEIL WEST

Game	**Dizzy's Excellent Adventures**
Publisher	**Codemasters**
Cassette	**£9.99**
Disk	**£24.99**
Release	**Out now**
Contact	**0926 814132**

POWER RATING

THE DOWNERS…

- One average game in the pack.

100

91%

- ***Spellbound Dizzy* is still the biggest and best of its kind.**
- ***Prince of the Yolk Folk* is brand spanking new. Full of humour and colour.**
- ***Down the Rapids* is what *Toobin* should have been. Good arcade fun.**
- ***Kwik Snax* might be old but it held its position in the charts for ages… and with good reason.**
- **Okay, so *Panic Dizzy* is a *Tetris* rip-off and not a brilliant one at that. But it's still engaging enough.**
- **A glorious collection for the thousands of *Dizzy* fans.**
- **And a lot for your money.**

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…AND THE UPPERS

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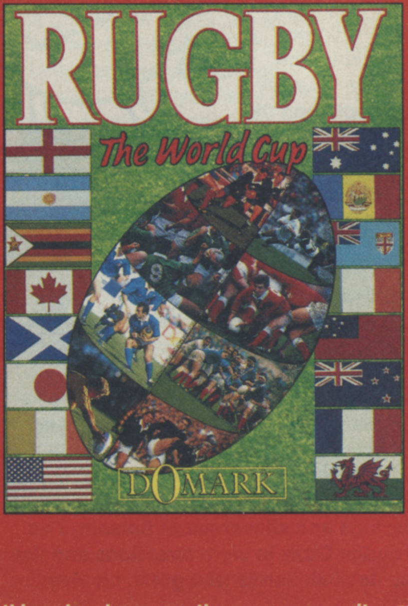

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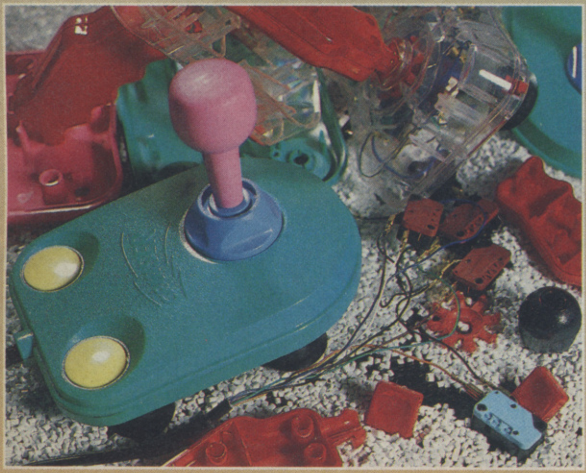

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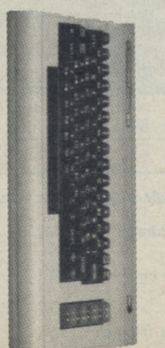

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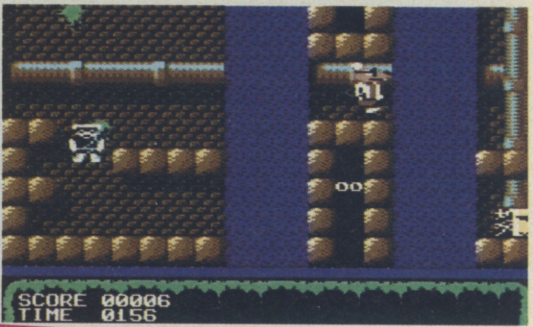
ROUND THE BEND

The more discerning viewers among you will already be familiar with *Round The Bend*, a TV series best described as a cross between *Spitting Image* and *Viz*. The anarchic toilet humour makes for one of the less patronising kids' TV shows of recent years, and the sewer-bound antics have lots of potential for a computer game. Which is a pretty stunning coincidence, because that's exactly what we've got here.



Lou Brush in the printing press...

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SCORE 00006
TIME  0156
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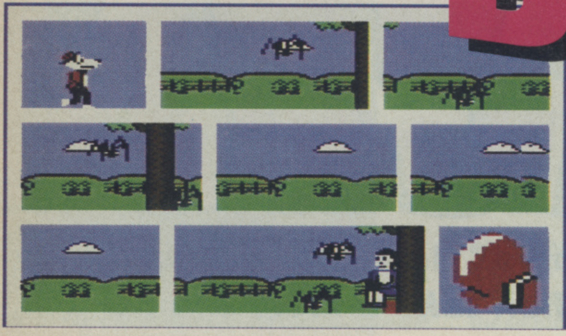
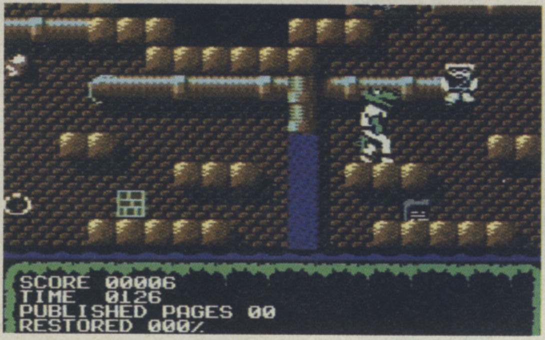


In this sub-game the enemies are yucky spiders which bounce along the streets, but they're easy to fool.

The storyline has Doc Croc, reptilian editor of the comic on which the show is based , accidentally blowing up the comic's new video printing press. Artist Lou Brush has to travel around the sewers collecting the bits of the machine while the other characters put together their various pages by first finding the pages (also by leaping around in the sewers) and then playing different sub-games in order to locate each page's punchline.

Obstacles in their paths include various items of litter and sewer-dwelling creatures which if touched, send the characters back to Doc Croc's office to try again, and the time limit which continually counts down and can only be extended by successful completion of a page. Much the same way, in fact, in which an average issue of *CF* is put together (*er, I'm afraid he's right – Ed*).

Most of *Round The Bend* is played out in a horizontally-scrolling platform game style, not at all dissimilar to last month's *Rolling Ronny*. The characters (you play all of them, one at a time in any order you like) run and jump along, avoiding various baddies until they come to one of their own comic pages (or in Lou's case, a piece of the printing press), whereupon they play one of nine simple sub-games, all more or less the same except for the nature of the enemies (ranging from spiders to skatebording vegetables).



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SCORE 00006
TIME  0126
PUBLISHED PAGES 00
RESTORED 000%
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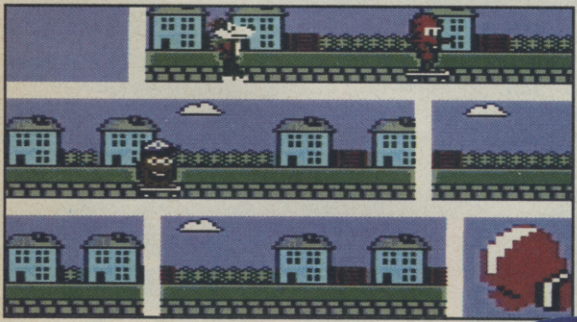
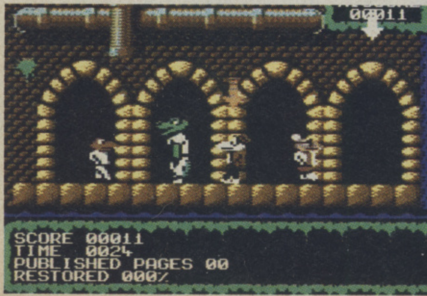
Doc Croc is twice the size of the other characters which makes him a bit of a liability all round.

The objective is simple, just get to the end of the page without colliding with any nasties, and reach the boxing glove which signifies the page's punchline (ahem). Doing this sends the page to the printers and resets the timer. Each of the three 'writer' characters has three pages to complete, and careful planning of when to use them is required to ensure the optimum amount of time is allowed for Lou to collect all the bits of printing press.



The very weird skateboarding vegetables must be avoided at all costs.



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00011
SCORE 00011
TIME  0024
PUBLISHED PAGES 00
RESTORED 000%
```

From here you can select any one of the four characters from the show.

Keep up with bonuses with John Potato's news-round.

That's all there is to the game, but the cheerful graphics and easy control make it pretty good fun to play for as long as the tricky and challenging action stands between you and your goal. The major problem is that this isn't likely to be a very long time, because once you've worked out which character needs to do which pages and learned all the movement patterns of the enemies, completing the game is a straightforward task.

It's a shame, because the game is basically an enjoyable one, but there isn't really enough of it to justify the price. There's definitely something budgetish about this one. That said, it'll interest viewers of the fabby TV show and anyway, it's still a lot better than *Rolling Ronny*...

STUART CAMPBELL

Game	**Round The Bend**
Publisher	**Impulze**
Cassette	**£9.99**
Disk	**£14.99**
Release	**Out now**
Contact	**091 385 7755**

POWER RATING

THE DOWNERS...

- Uninspiring sound effects.
- Lots of trial–and–error in the first stages of the game.
- Learn the patterns and you'll win the whole thing...
- ...so you won't bother coming back for more.
- For a full-pricer it's very limited.

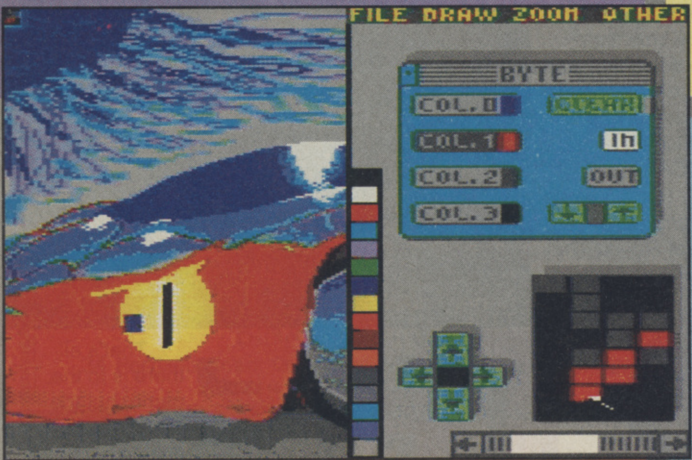
100

64%

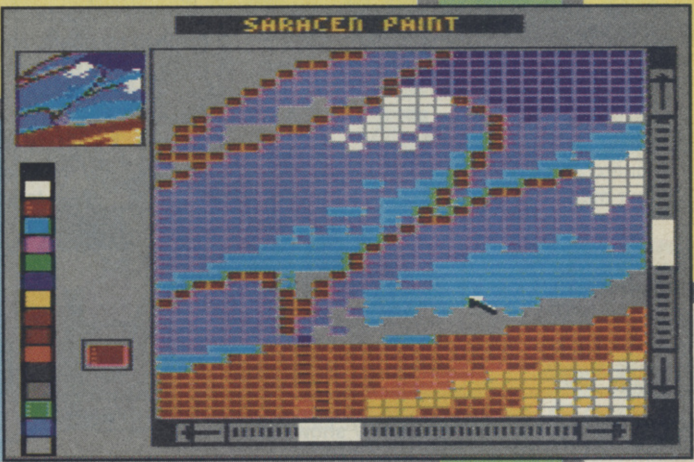
0

- **Fast moving and smooth.**
- **No hanging about for blimmin' annoying multi-load.**
- **Lovely cartoon graphics inspired by the daft plot.**
- **Tough enough to be addictive in the short term.**
- **Very playable and more-ish.**
- **Straightforward and old-fashioned fun.**
- **Comes straight from an unusually fab kids' TV show.**

...AND THE UPPERS



With *Saracen Paint* you can have the whole screen to work in at once or you can have tools displayed on the right. Notice the slider that enables you to move different parts of the picture into view.



Saracen Paint's Zoom tool is the best we've ever seen. Working in it makes fine detail a doddle. Other art packages have somehow never succeeded in this area.

SARACEN

Had your fill of games? Reckon yourself as being a bit arty? Then take a look at Saracen* Paint *from Idea. Old master* Maff Evans *did, and came away with his eyes a-poppin'.

Have you ever looked at the graphics on a game and thought 'hey, I could do that, and better'? Well now's your chance to put your money where your mouth is (so to speak) with Idea's *Saracen Paint*.

One of the nicest things about computers is that you can create landscapes, towns and characters which exist only inside a computer program. But to bring the feel of the real world into a computer you need to be able to give the whole thing an image.

The only way to create the special atmosphere is to design some nice graphics. So how do you do it? Learn how to program and enter complex routines? That's one answer but a bit long-winded, don't you think? So what else can you do? Simple, you can use a graphics program. Enter *Saracen Paint*.

It's a Corker!

There are already a few graphics design packages available for the C64 but in most cases you still need to be able to find your way through a complex series of option screens. Idea have side-stepped this problem to put together one of the most straight-forward art packages yet seen on the C64.

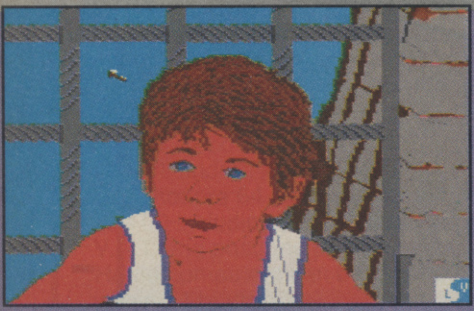
Load up *Saracen Paint* and you're presented with a panel covering the right-hand side of the screen. This contains a colour palette on the left and a menu bar across the top. Calling up functions is simplicity itself; you just move the pointer to the menu bar, hold the fire button and let go when you've selected the option you want from the menu.

Once you've done that, pick the colour you want to see, then hit the stripey bit on top of the option box. The panel then disappears to display the whole screen, and you can start to paint. Dead easy.

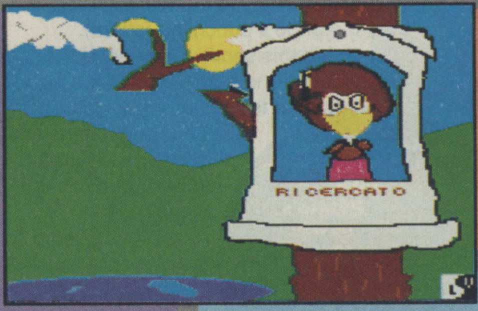
The options are split into these four main sections:

FILE: From this menu you can load and save pieces of art. The program comes with a selection of drawings to give you some idea of what can be done, just to give you the feel for painting.

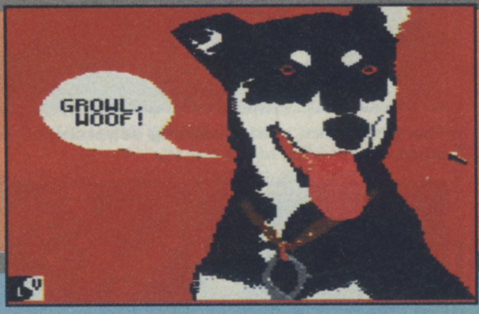
PAINT: This is where the main drawing options are held. Paint allows you to change entire areas of colour at the click



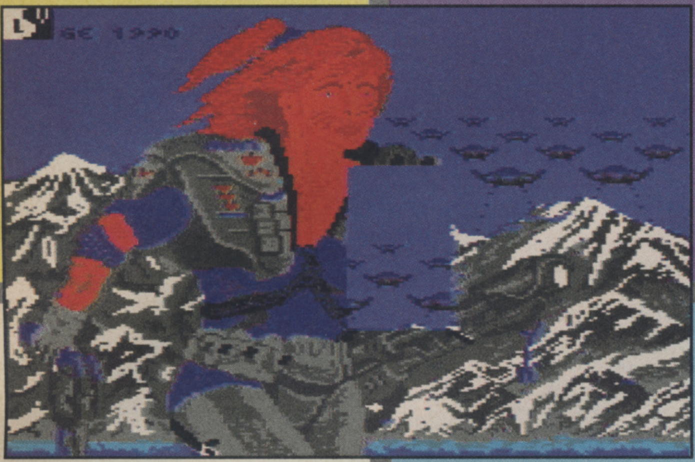
A scene from Robert Louis Stevenson's Treasure Island perhaps? Those ropes would have been easy to create with cute and paste.



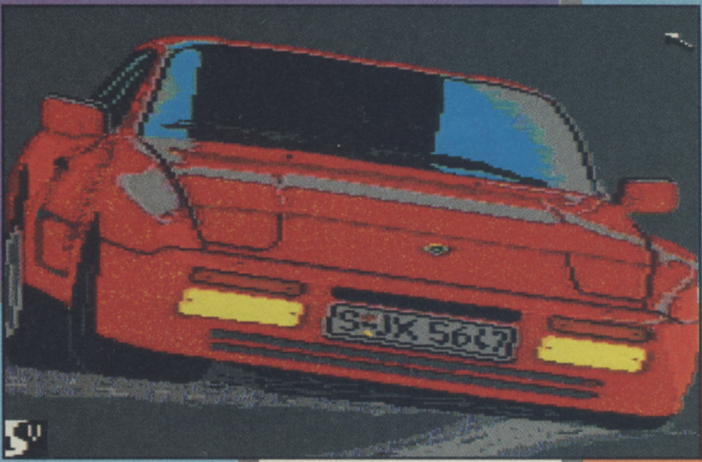
Now, as for this one. Well, we haven't got a clue really but if you want to work for Disney, this is the way to start.



Could it be? Has an image of Shep the old Blue Peter dog been immortalised in the Saracen Paint picture library? Could be...



No, there's wrong with this piccie. Some of the spaceships have been copied with cut and paste and slapped down (deliberately badly), to show you what it looks like.



Drawing cars in perspective is very difficult indeed (so artist types keep saying). Fortunately a rather good example is included for you to study, modify and generally drool over.

PAINT

of the button; Draw lets you scribble away freehand; Fill is a straightforward flood fill. The Circle, Ellipse and Box options are used to draw empty or filled geometric shapes with ease.

ZOOM: This menu contains two options, Zoom or Byte. Zoom brings up a new screen which magnifies a large area of the picture. From here you can pick a colour and change single dots to correct any little mistakes or draw more detailed sections. Unfortunately, one restriction of the C64's graphics screen is that you are limited as to how many colours you can have in various sections. This is where the Byte mode comes in. C64 screens are split into sections of 8x8 pixels. In each of these blocks you can have four different colours. Using the Byte option, you can move a box around the picture to highlight a single 8x8 block and edit the colours it contains.

To get the best effect, a combination of the two modes is useful, since you can do the main editing in Zoom mode, before correcting the colour glitches using the Byte option.

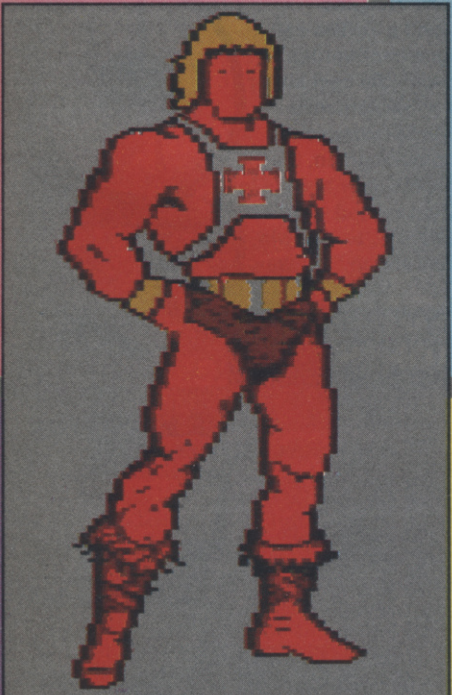
OPTIONS: In the last menu, a set of miscellaneous options is held. These include being able to look at the whole picture; to pick up and copy blocks; or even to flip areas of the screen.

Although the asking price may seem expensive compared to some other art packages, it's strengths make it worthwhile. Most C64 art packages try to cram as many options into a single user-interface as possible. But this tends to make them confusing to use, so it can take hours to produce the simplest picture.

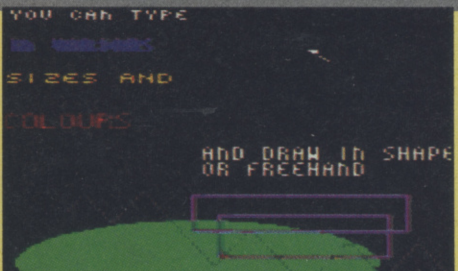
Saracen Paint puts all the options onto an easy-to-use menu system. You can get straight into creating your masterpieces instead of wading through a manual to find out how the Fill option works. *Saracen Paint* also has an edge over most art programs in that it features a sensible zoom mode, so that you can adjust mistakes with ease. The Byte function is an added bonus: you can use this to edit a single block of the screen effortlessly.

If you're a beginner to C64 art, you may not be able to cope with the complexities of other packages, but with *Saracen Paint* you could be the new digital Rolf Harris. On second thoughts, you might not. But you'll probably be able to tell what it is you've drawn on *Saracen Paint*.

MAFF EVANS



He-Man might seem like a stange choice of picture but for anyone trying to learn to draw human forms, he's handy.



YOU CAN TYPE

SIZES AND

COLOURS

AND DRAW IN SHAPE
OR FREEHAND

Mixing text and graphics in the same picture with ease is what Saracen Paint is all about. Your next choice is only a single click away.

Program	*Saracen Paint*
Publisher	*Idea*
Cassette	*£12.99*
Disk	*£17.99*
Release	*Out now*
Contact	*0480 469497*

POWER RATING

THE DOWNERS...

- Not the cheapest around....

100

90%

0

- ...But certainly the best.
- The simple control system couldn't be easier to use. If you're a seasoned 64 art-freak this will come as a luxury. For beginners it really is a must.
- All the functions you need to get painting.
- One of the best zoom options ever seen on a 64 art package.
- Contains a neat range of pictures for you to mess around with.
- The versatile drawing option lets you be accurate as well as creative.
- Well priced really, considering how much you get.

...AND THE UPPERS

NEXT MONTH

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CF 18 – YOU HAVE ONE MONTH TO COMPLY

Fraid so. Because our old chum Robocop will be making an appearance, machine-guns and all, in Ocean's latest biggy *Robocop III*. You've seen the preview this issue, so you know roughly what to expect, but we plan to take this baby apart. Will it be the hit we're hoping for? Or can we expect a clunking trashcan?

You can also see the latest developments on long-awaited titles such as *Paperboy II, Indiana Jones, Captain Planet* and *Space Crusade*, the follow-up to Gremlin's outrageously successful fantasy-adventure board-conversion *HeroQuest*, plus *International Sports Challenge, Indy Heat* and the new Elvira adventure.

DELTA CITY
THE FUTURE HAS A SILVER LINING.

Stay out of trouble, until next month.

You can also look forward to the second part of Dave Golder's pick of the Public Domain. In the March issue he'll be ignoring games and demos for a bit and looking at the serious stuff. Cheap word–processors, diaries, gadgets, gimmicks and the like.

And, of course, there'll be Roger Frames and his latest box of budjit games, The Mighty Brain with all your letters, Paul Lyons' Techy Tips, Andy Roberts' games specials (with full solution to the playable demo of *First Samurai* that we gave away last issue). Wowzer.

In fact, it's going to be yet another fabulastically brilliant issue of everybody's fave C64 mag.

TURTLES WINNERS

Ayip, a–dip–a–doody–da. It's hurrah and jolly good show time again as the *CF* team dip their mits into the compo box and pick out a bunch of winners. This time it's the Turtles compo (Ooze 'e On About) winners who come away with the goodies.

The prizes up for grabs include such wunnerfuls as Turtles outfits, books, annuals, shoeboxes and pillows and erm, cups and saucers. Oh dear. Anyway. The 10 winners are:

Barry Crosbie, Rutherglen, Glasgow; Andrew McEvey, Banbridge, County Down; Ian Horrocks, Littleborough; Andrew Webbe, Caerphilly; Joseph Brownett, Thornton Heath; Leslie Grenaway, West Midlands; Simon Dobie, Liverpool; David Broughton, Scunthorpe; Christopher Ross, Ross-shire and Graeme Thompson, Eastleigh. The answers were Leonardo (blue, sword), Donatello (purple, staff), Raphael (red, dagger) and Michaelangelo (orange, nunchuk). Eastman and Laird created the Turtles in 1990 and Eugonim Eilyk isn't a Turtles call (it's Kylie Minogue backwards).

Chris Ross wins the best kit for his completion of the sentence 'I love being a Turtle because'... "my favourite colour's green, they don't like to be seen, their home's in a sewer, with them around baddies get fewer. Well done to all you winners – your prizes are on their way.

MAKE SURE YOU GET WHAT'S COMING TO YOU – *CF* DELIVERED EVERY MONTH!

Please Mister (or Missus) newsagent, kindly reserve my copy of *Commodore Format* each month, starting with the March issue, on sale from Thursday 20th February. Thank you.

MY NAME____________________

MY ADDRESS ____________________

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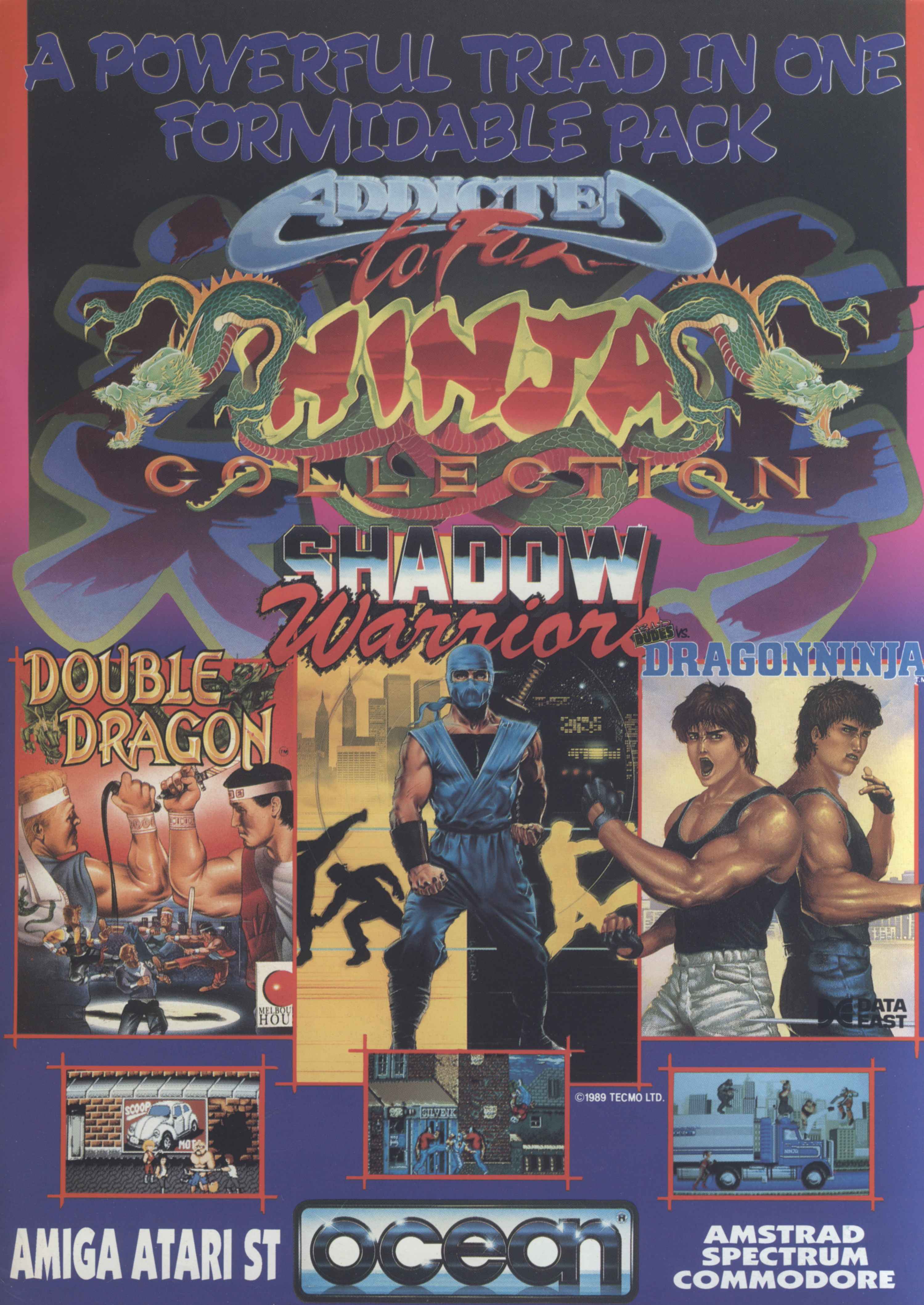
The C64 is fab. We all know that. But how are you going to keep up with all the news swirling around your machine. Filling in this little coupon could be the answer. Just give it to your nice newsagent and when *CF18* comes rolling off the presses to take its position in the annals of publishing history, you are assured of receiving the necessary news, reviews, tips and advice you and your C64 require. Remember, your C64 needs you, so you need *CF* every month...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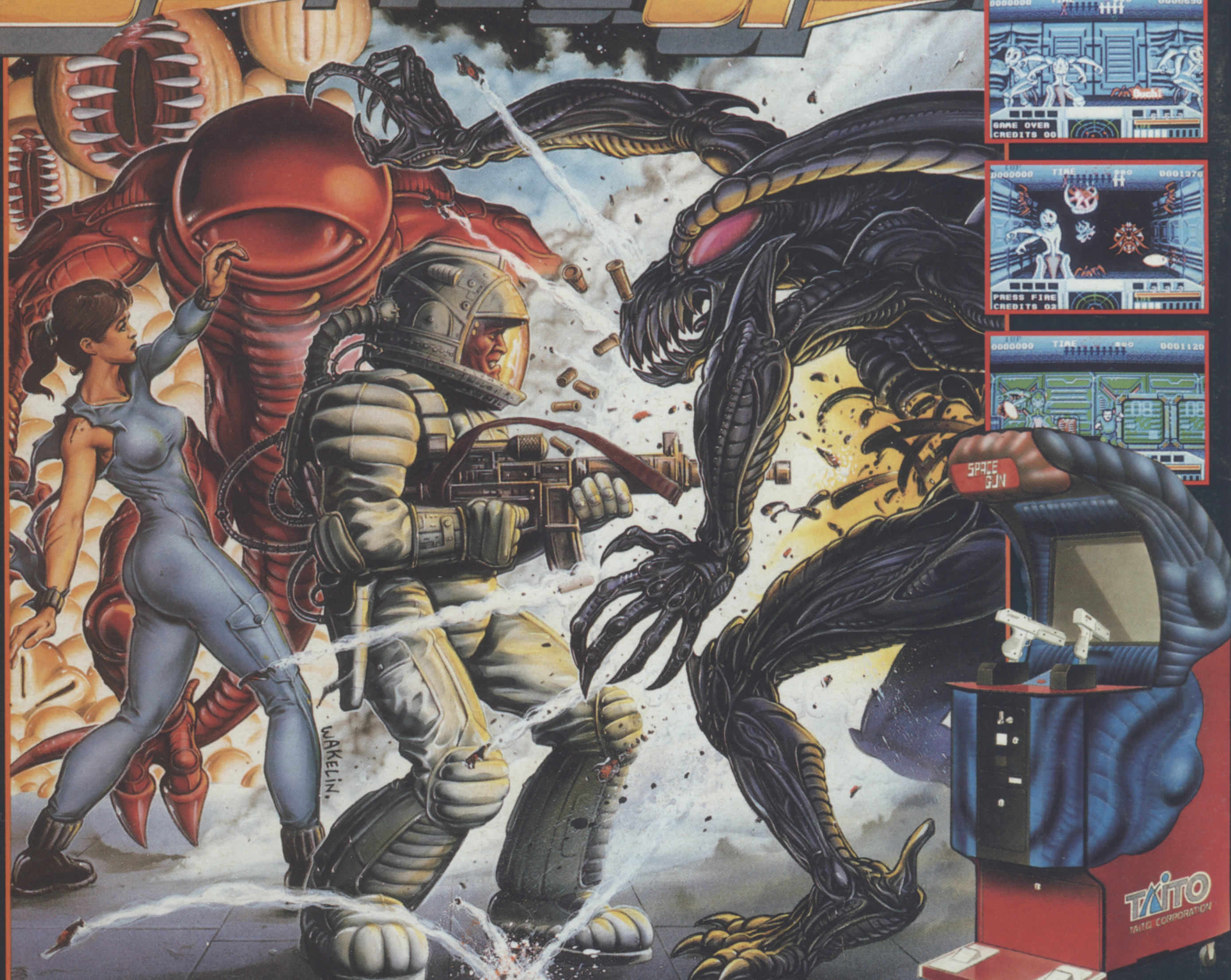

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